

# PHANTASY STAR



For the  
**SEGA MASTER SYSTEM**  
by Popixel Games Publishing







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# PHANTASY STAR

## TOTALLY UNAUTHORIZED STRATEGY GUIDE

Totally Unauthorized Strategy Guide for Phantasy Star on the Sega Master System. Lovingly created and designed by Kido. Published by Popixel Games © 2023. The artwork adorning these pages have been collected from various internet sources and in-game sprites, then joyfully redrawn by Kido exclusively for this guide. With exception to a few AI-generated illustrations. The wealth of game information and historical details within this book was tirelessly gathered from trusted online resources, as well as countless hours of gameplay for data collection. This strategy guide is freely available as a downloadable PDF at no cost, created as a passion project for the appreciation of fellow enthusiasts. It is vital to acknowledge that no permission has been granted by SEGA for this guide, and it does not generate any profits. I simply hope to enhance every fan's enjoyment of this classic RPG.

# Using This Guide

Prepare to embark on an epic adventure through the wondrous worlds of Algol, guided by this amazing strategy guide! This guide has been crafted with precision, ensuring that you'll swiftly find the information you seek without wasting a moment of your valuable time.

As you delve into the depths of this guide, keep your eyes peeled for page references embedded within the text. They hold the keys to unlocking additional knowledge on the subjects that pique your curiosity. But that's not all! Feast your eyes upon the sleek, color-coordinated reference bars adorning the top of the pages. They're like celestial markers, guiding you directly to the planet of your destination and shaving precious moments off your epic quest. Talk about efficiency!

Ah, but wait, my intrepid adventurer! Allow me to draw your attention to the **bold red text** scattered throughout this guide. These crimson highlights signify items of profound significance. When you encounter these scarlet beacons, heed their call, for they hold the secrets to acquiring nearby items that you'll need. Trust me, you won't want to miss out on these epic acquisitions.

And let us not overlook the mighty index, which lies at the very back of this sacred tome. This compendium of knowledge will lead you, like a compass guiding a daring explorer, to the pages that hold the answers to your most burning inquiries. With the index as your guiding star, you shall navigate the passages of this guide with the prowess of a seasoned adventurer.

Now, should you find yourself lost amidst the mists of uncertainty, fear not! Turn your gaze to the carefully crafted maps that grace the coming pages. Like cartographic marvels, they will unravel the enigmas of specific towns and dungeons, providing you with a clear path to your desired destination. Let the maps be your guiding light through the darkest of labyrinths.

Finally, dear seeker of knowledge, be ever vigilant for the illuminating "Pro-Tip" sections scattered throughout these hallowed pages. These gems harbor invaluable insights and insightful counsel, empowering you with the wisdom required to conquer any formidable challenge that may stand in your way.

Armed with the Totally Unofficial Phantasy Star Strategy Guide, you stand poised to conquer the unknown, unearth extraordinary secrets, and ascend to the pinnacle of greatness within the vast expanse of Algol. So embrace the call of adventure, intrepid explorer, and let the boundless wonders of Phantasy Star unfold before you!

## ~ ~ *Pro-Tips Before You Begin* ~ ~

- ◆ Save often and utilize multiple save slots. When you perish in battle, you will have to continue from the last place you saved your game, so all of your experience, meseta (in-game currency), items, and any other in-game discoveries will be lost.
- ◆ If you have trouble fighting a particular monster, backtrack to an area that is a little easier for you so you can gain experience to level up your characters. By doing this, your characters will become stronger.
- ◆ Acquire new equipment. Throughout the game, you will be able to purchase or find new equipment that will make your adventure much easier. Take the time to earn meseta and fight monsters to power up your characters. Don't forget to explore dungeons where you may also find hidden treasure chests.
- ◆ Keep a close eye on your hit points (HP) and magic points (MP). If you are getting low, it might be a good idea to visit a hospital or another non-playable character that can assist you in healing your party.
- ◆ Chests in Phantasy Star could be trapped, whether they are chests found in dungeons or earned in battle.
- ◆ Get used to stopping in many church buildings as you make your way across the Algol Solar System. Here you are able to find out how close you are to the next leve, have characters resurrected who have died in battle, and you'll be able to eventually use the church as a warp point.
- ◆ Talk to many people. If you want to further your experience as you play Phantasy Star and learn a bit more about the story try and talk to as many people as possible.
- ◆ Sell items from your inventory that you don't plan on using, you can't carry much on your adventure.
- ◆ When running from enemies in the dungeon, be careful! You may be backed into a pit or against a wall.



# PHANTASY STAR

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### A word from the designer:

When Phantasy Star was first released on the Master System, it ignited my love for console RPGs. Though, as a young gamer, I often felt as if I were stumbling around trying to find my way. In-game tips were cryptic at best, feeling clueless of the next steps required to progress. It wasn't until I found a mini strategy guide in an issue of GamePro that the intricacies of Phantasy Star began to unravel before my eyes.

In the late 80s and early 90s, playing this game ment charting your own path through the difficult dungeons. In those days, the key to conquering a video game was often found in the tips you exchanged with friends on the playground. However, the Master System was a rarity compared to the Nintendo's NES counterpart, resulting in limited resources for assistance. Gaming magazines of that era offered sparse mentions and tips, but to me, all of that was part of the thrill. Exploring and recording data to save the Algol Star System.

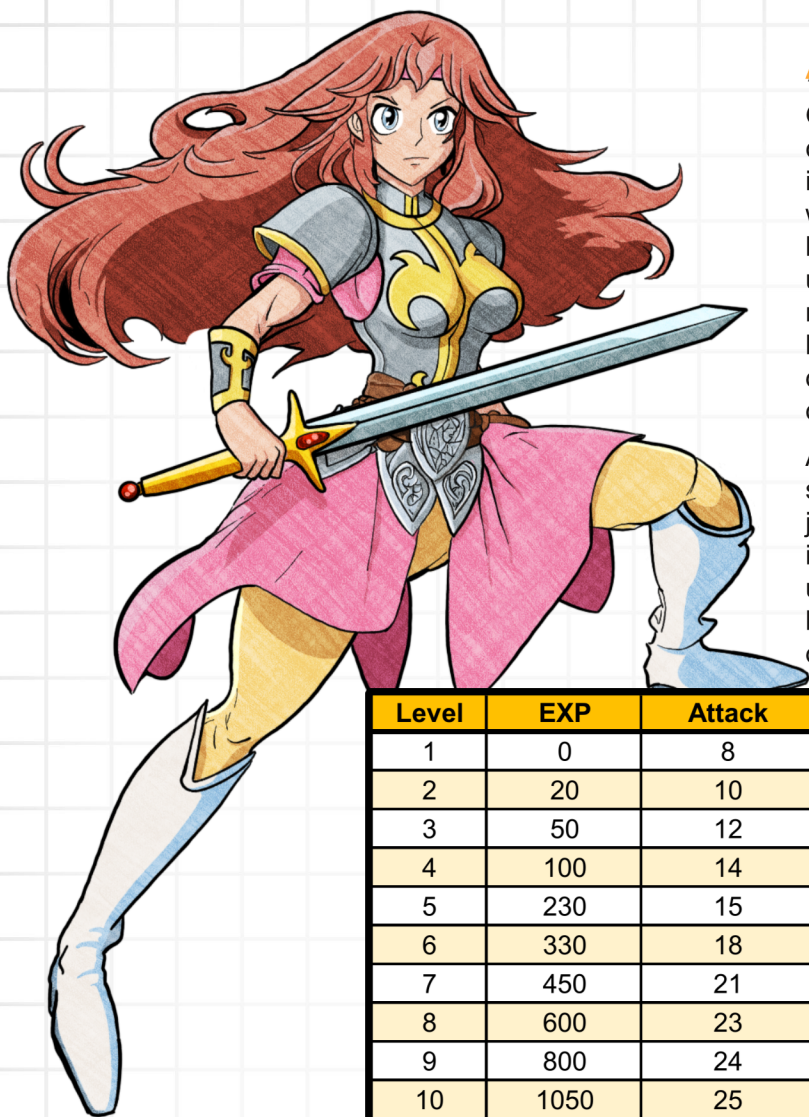
In creating this book, I yearned to capture the essence of the early 90s, envisioning it as a companion that might have sold alongside the Phantasy Star game.

I hope you'll get as much joy from this book as I did in bringing it to life. This has been a labor of love, a project that aims to celebrate the magic of Phantasy Star while respecting Sega's property. This has been a tremendous learning experience, from learning the intricacies of designing a book to its publishing.

Let the pages of this guide be your portal to the wonders of Phantasy Star, where adventure awaits at every turn. May your quest be filled with excitement, discovery, and fond memories reminiscent of a bygone era.

I wish you an unforgettable journey through the Algol Star System.

*- Kido*



## Alis

Orphaned at a young age, Alis and her brother Nero clung to life on the streets of Camineet. But tragedy is relentless, Alis faces the grip of death once more when she witnessed the murder of her brother. In his dying moments, his final plea was for her to uncover the truth beneath King Lassic's deceptive reign and put an end to his nefarious plot. Guided by her brother's dying wish, Alis must seek the aid of Odin, a beacon of hope amidst the encroaching darkness. Peace must be reclaimed.

Alis is a force to be reckoned with; she wields her sword with skill and commands magic spells. Her journey will take you through treacherous lands and into insurmountable challenges. With Alis, you will unravel the mysteries that shroud Algol and restore balance to a realm on the brink of despair. The fate of Algol rests in her hands.

| Level | EXP   | Attack | Defense | Max HP | Max MP | Spells |
|-------|-------|--------|---------|--------|--------|--------|
| 1     | 0     | 8      | 8       | 16     | 0      | -      |
| 2     | 20    | 10     | 11      | 20     | 0      | -      |
| 3     | 50    | 12     | 15      | 25     | 0      | -      |
| 4     | 100   | 14     | 20      | 34     | 4      | Heal   |
| 5     | 230   | 15     | 24      | 45     | 6      | Bye    |
| 6     | 330   | 18     | 27      | 54     | 8      | Chat   |
| 7     | 450   | 21     | 30      | 66     | 10     | -      |
| 8     | 600   | 23     | 33      | 76     | 12     | -      |
| 9     | 800   | 24     | 40      | 81     | 13     | -      |
| 10    | 1050  | 25     | 51      | 93     | 14     | -      |
| 11    | 1300  | 27     | 60      | 99     | 15     | -      |
| 12    | 1700  | 30     | 64      | 111    | 16     | Fire   |
| 13    | 2200  | 31     | 68      | 123    | 18     | -      |
| 14    | 2800  | 34     | 75      | 132    | 20     | Rope   |
| 15    | 3500  | 36     | 80      | 140    | 22     | -      |
| 16    | 4100  | 38     | 85      | 153    | 22     | Fly    |
| 17    | 5000  | 40     | 90      | 159    | 24     | -      |
| 18    | 6000  | 41     | 96      | 166    | 24     | -      |
| 19    | 7200  | 43     | 100     | 173    | 25     | -      |
| 20    | 8500  | 44     | 107     | 182    | 25     | -      |
| 21    | 10000 | 46     | 110     | 187    | 26     | -      |
| 22    | 12000 | 48     | 112     | 192    | 26     | -      |
| 23    | 14500 | 49     | 113     | 200    | 27     | -      |
| 24    | 17500 | 50     | 114     | 204    | 28     | -      |
| 25    | 23000 | 51     | 115     | 208    | 29     | -      |
| 26    | 30000 | 52     | 119 *   | 210    | 29     | -      |
| 27    | 38000 | 53     | 117     | 212    | 30     | -      |
| 28    | 45000 | 54     | 118     | 214    | 30     | -      |
| 29    | 52000 | 55     | 119     | 216    | 32     | -      |
| 30    | 63000 | 56     | 120     | 218    | 32     | -      |





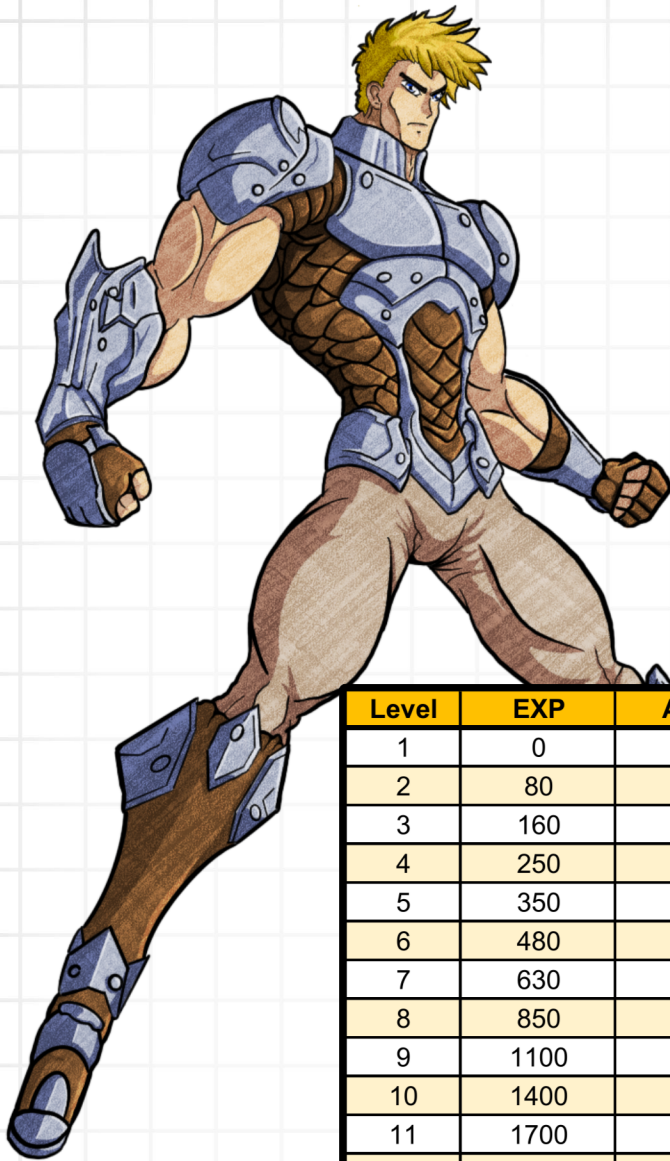
## Myau

Myau, (pronounce Meow) a small figure brimming with magical prowess, is poised to become an invaluable addition to your team. Despite his small stature, he harnesses powers that defy convention. Legends speak of the mythical transformation that befalls a musk cat when it consumes a nut from the lerma tree which grows on Dezoris—a metamorphosis that grants immense size and sprouts majestic wings, able to elevat Myau to new heights of awe-inspiring might to aid you on your quest.

Myau will join forces with Alis as you embark on a quest that surpasses the ordinary. Together, you will unravel the secrets that lie ahead, battling enemies and overcoming daunting trials. Myau's presence will become an invaluable force, an ally whose powers of magic and and prowess will shape the course of your journey.



| Level | EXP   | Attack | Defense | Max HP | Max MP | Spells |
|-------|-------|--------|---------|--------|--------|--------|
| 1     | 0     | 18     | 22      | 22     | 0      | -      |
| 2     | 50    | 21     | 26      | 30     | 0      | -      |
| 3     | 120   | 25     | 31      | 38     | 0      | -      |
| 4     | 220   | 28     | 34      | 42     | 0      | -      |
| 5     | 350   | 31     | 38      | 44     | 0      | -      |
| 6     | 680   | 35     | 41      | 54     | 12     | Cure   |
| 7     | 950   | 39     | 45      | 60     | 15     | -      |
| 8     | 1150  | 42     | 53      | 64     | 17     | -      |
| 9     | 1400  | 45     | 55      | 70     | 19     | Terr   |
| 10    | 1700  | 48     | 60      | 78     | 21     | -      |
| 11    | 2100  | 50     | 63      | 84     | 22     | -      |
| 12    | 2600  | 51     | 68      | 90     | 23     | Wall   |
| 13    | 3200  | 52     | 71      | 116    | 25     | -      |
| 14    | 3900  | 56     | 74      | 118    | 27     | -      |
| 15    | 4500  | 59     | 80      | 121    | 30     | Trap   |
| 16    | 5200  | 61     | 85      | 132    | 34     | -      |
| 17    | 6100  | 63     | 89      | 142    | 36     | Exit   |
| 18    | 7000  | 67     | 95      | 150    | 38     | -      |
| 19    | 8200  | 70     | 100     | 155    | 40     | -      |
| 20    | 9500  | 73     | 102     | 162    | 44     | Help   |
| 21    | 10500 | 76     | 104     | 175    | 46     | -      |
| 22    | 13000 | 77     | 106     | 183    | 47     | -      |
| 23    | 15000 | 79     | 108     | 193    | 48     | -      |
| 24    | 18000 | 80     | 112     | 202    | 49     | -      |
| 25    | 22000 | 81     | 113     | 208    | 50     | -      |
| 26    | 30000 | 82     | 114     | 210    | 51     | -      |
| 27    | 36000 | 83     | 115     | 211    | 52     | -      |
| 28    | 42000 | 84     | 116     | 212    | 53     | -      |
| 29    | 50000 | 85     | 117     | 213    | 54     | -      |
| 30    | 60000 | 86     | 118     | 214    | 55     | -      |



## Odin

Odin, a warrior of unparalleled might. His legend unfolds with both triumph and tragedy. Accompanied by his loyal companion Myau, they set forth on a perilous quest, with their sights set on claiming the treasure guarded by the legendary Medusa. But fate, ever unpredictable, dealt a cruel blow as Odin's valiant efforts faltered, transforming him into an eternal statue, unless you can find a way to rescue him.

Odin is a force to be reckoned with. Among his arsenal, the axe reigns as his most formidable instrument of devastation, hewing through foes with ruthless efficiency. But his expertise extends beyond close combat, as his proficiency with pistols allow him to strike down adversaries from a distance. While Odin does not possess magic, his sheer strength and unwavering resolve render such mystical powers unnecessary in the face of his adversaries.

| Level | EXP   | Attack | Defense | Max HP | Max MP | Spells |
|-------|-------|--------|---------|--------|--------|--------|
| 1     | 0     | 13     | 13      | 42     | 0      | -      |
| 2     | 80    | 15     | 15      | 47     | 0      | -      |
| 3     | 160   | 17     | 17      | 52     | 0      | -      |
| 4     | 250   | 18     | 19      | 57     | 0      | -      |
| 5     | 350   | 19     | 21      | 60     | 0      | -      |
| 6     | 480   | 20     | 23      | 63     | 0      | -      |
| 7     | 630   | 21     | 25      | 67     | 0      | -      |
| 8     | 850   | 23     | 27      | 75     | 0      | -      |
| 9     | 1100  | 24     | 29      | 82     | 0      | -      |
| 10    | 1400  | 25     | 31      | 94     | 0      | -      |
| 11    | 1700  | 26     | 34      | 100    | 0      | -      |
| 12    | 2300  | 27     | 37      | 107    | 0      | -      |
| 13    | 3000  | 28     | 40      | 116    | 0      | -      |
| 14    | 3800  | 30     | 43      | 129    | 0      | -      |
| 15    | 4100  | 31     | 45      | 131    | 0      | -      |
| 16    | 5000  | 32     | 47      | 135    | 0      | -      |
| 17    | 6000  | 33     | 49      | 140    | 0      | -      |
| 18    | 7400  | 35     | 53      | 147    | 0      | -      |
| 19    | 9000  | 36     | 56      | 150    | 0      | -      |
| 20    | 10500 | 37     | 61      | 156    | 0      | -      |
| 21    | 12000 | 38     | 65      | 162    | 0      | -      |
| 22    | 13500 | 39     | 66      | 169    | 0      | -      |
| 23    | 15500 | 40     | 67      | 175    | 0      | -      |
| 24    | 17500 | 41     | 68      | 179    | 0      | -      |
| 25    | 20000 | 42     | 69      | 187    | 0      | -      |
| 26    | 28000 | 43     | 70      | 188    | 0      | -      |
| 27    | 35000 | 44     | 71      | 189    | 0      | -      |
| 28    | 41000 | 45     | 72      | 190    | 0      | -      |
| 29    | 50000 | 46     | 73      | 191    | 0      | -      |
| 30    | 60000 | 47     | 74      | 192    | 0      | -      |

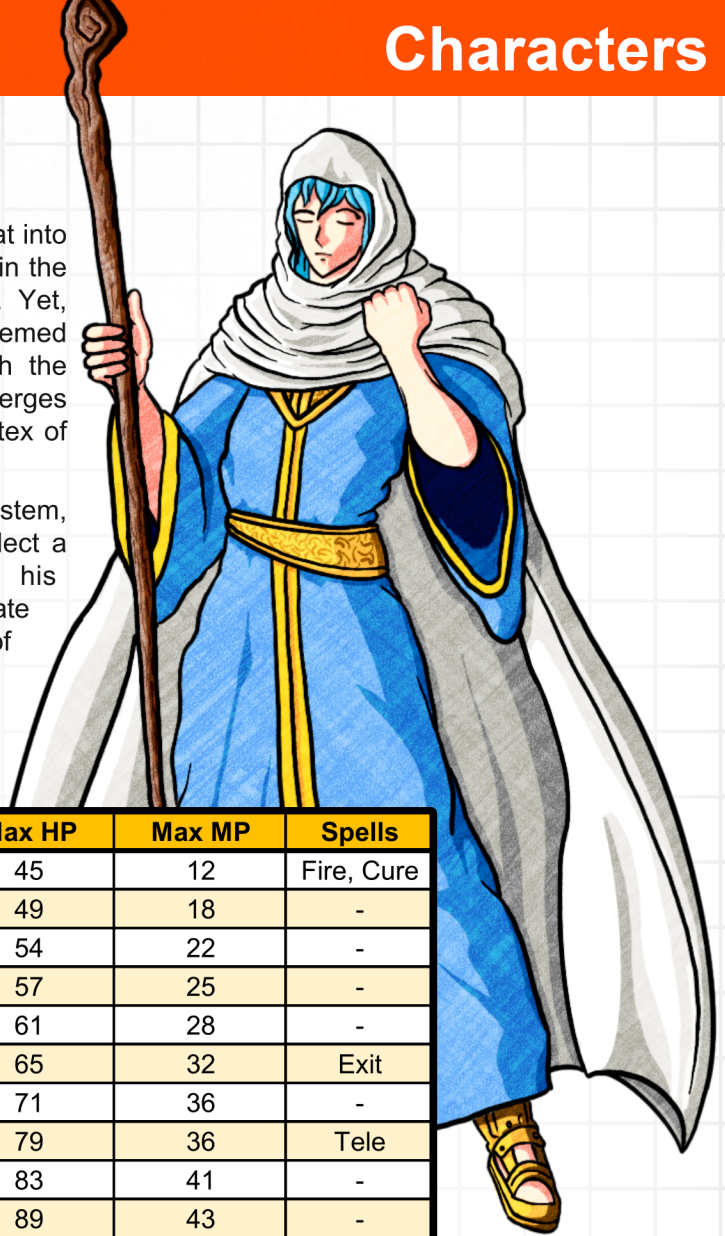




## Noah

A solitary figure by nature, Noah's inclination is to retreat into the depths of seclusion, honing his mental capabilities in the arcane arts that weave through the fabric of magic. Yet, amidst his secluded existence, he has earned the esteemed position of confidant to the Motavian Governor. With the governor's unwavering trust and approval, Noah emerges from his solitary sanctuary, drawn into the swirling vortex of destiny alongside Alis and her intrepid companions.

As the echoes of chaos reverberate across the Algo System, Noah's presence illuminates the path ahead, his intellect a guiding light in the face of uncertainty. Though his physical strength may be limited, his mind weaves intricate spells and unveils hidden truths, unlocking a realm of possibilities previously unseen. With Noah by your side, the realms of magic bend to his command, granting you access to a formidable array of mystical forces.



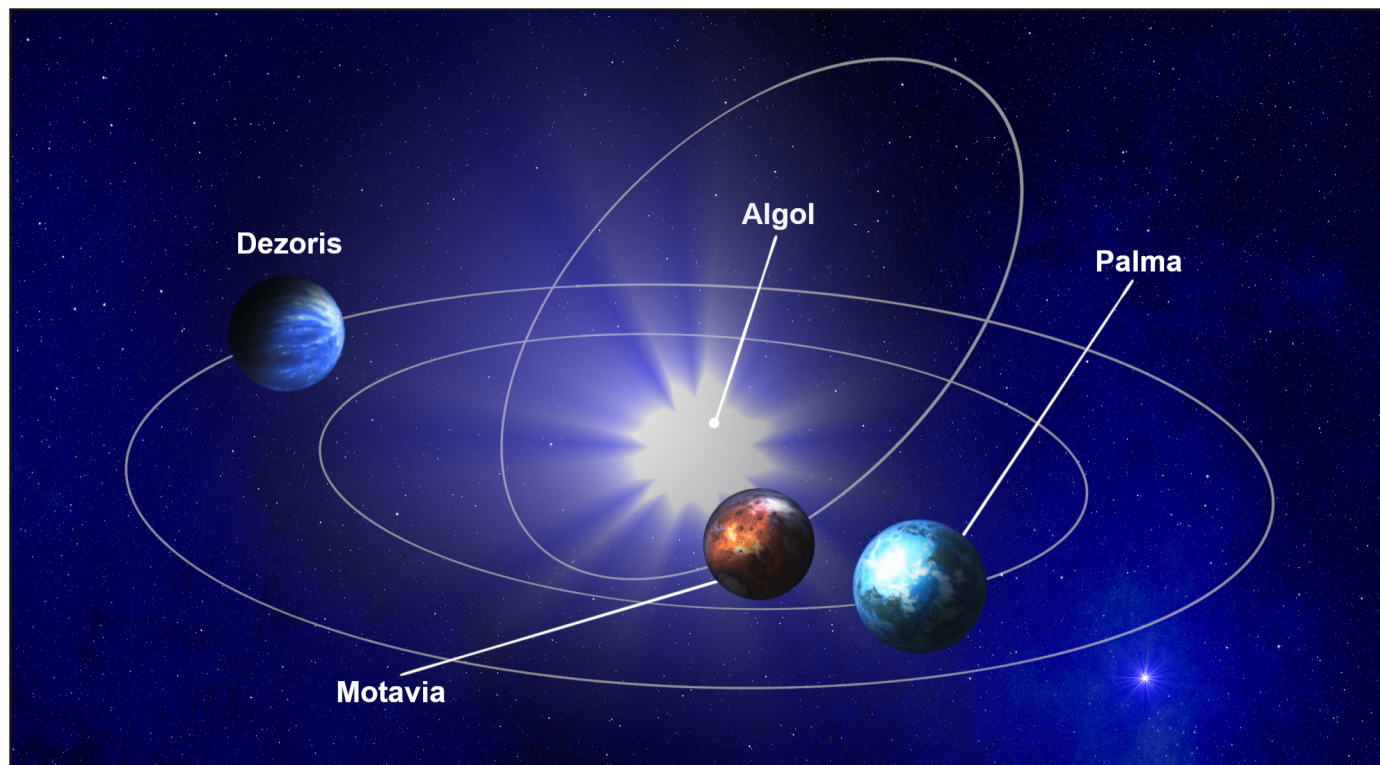
| Level | EXP   | Attack | Defense | Max HP | Max MP | Spells     |
|-------|-------|--------|---------|--------|--------|------------|
| 1     | 0     | 18     | 30      | 45     | 12     | Fire, Cure |
| 2     | 50    | 22     | 36      | 49     | 18     | -          |
| 3     | 150   | 23     | 41      | 54     | 22     | -          |
| 4     | 250   | 26     | 47      | 57     | 25     | -          |
| 5     | 380   | 29     | 53      | 61     | 28     | -          |
| 6     | 480   | 33     | 60      | 65     | 32     | Exit       |
| 7     | 630   | 32     | 65      | 71     | 36     | -          |
| 8     | 850   | 34     | 71      | 79     | 36     | Tele       |
| 9     | 900   | 36     | 75      | 83     | 41     | -          |
| 10    | 1100  | 38     | 82      | 89     | 43     | -          |
| 11    | 1400  | 40     | 85      | 95     | 46     | -          |
| 12    | 1900  | 41     | 88      | 101    | 48     | Wind       |
| 13    | 2500  | 43     | 92      | 107    | 49     | -          |
| 14    | 3300  | 45     | 96      | 112    | 50     | Prot       |
| 15    | 4200  | 47     | 99      | 118    | 52     | -          |
| 16    | 5300  | 48     | 100     | 124    | 54     | -          |
| 17    | 6500  | 50     | 103     | 131    | 58     | Open       |
| 18    | 8800  | 53     | 106     | 137    | 66     | Thun       |
| 19    | 10000 | 57     | 108     | 143    | 66     | -          |
| 20    | 12000 | 60     | 110     | 155    | 70     | Rise       |
| 21    | 14000 | 62     | 112     | 161    | 72     | -          |
| 22    | 15800 | 64     | 115     | 168    | 75     | -          |
| 23    | 18000 | 66     | 116     | 172    | 76     | -          |
| 24    | 19500 | 68     | 117     | 186    | 77     | -          |
| 25    | 21000 | 70     | 118     | 190    | 78     | -          |
| 26    | 25000 | 71     | 119     | 191    | 79     | -          |
| 27    | 30000 | 72     | 120     | 192    | 80     | -          |
| 28    | 38000 | 73     | 121     | 193    | 81     | -          |
| 29    | 45000 | 74     | 122     | 194    | 82     | -          |
| 30    | 50000 | 75     | 123     | 195    | 83     | -          |

## Magic Spell Descriptions

| Name             | Cost | Effect                                                                   | Who         |
|------------------|------|--------------------------------------------------------------------------|-------------|
| Bye              | 2    | Allows you to escape from any battle that is escapeable                  | Alis        |
| Chat             | 2    | Talk with certain enemies                                                | Alis        |
| Cure             | 6    | Restores 80 HP to the targeted ally.                                     | Myau & Noah |
| Exit             | 4    | Exits the dungeon.                                                       | Myau & Noah |
| Fire             | 4    | Shoots 2 fireballs at the enemy party.                                   | Alis & noah |
| Fly              | 8    | Brings you to the church you visited most recently                       | Alis        |
| Heal             | 2    | Restores 20 HP to the targeted ally.                                     | Alis        |
| Help             | 10   | Increases the strength to the targeted ally until the end of the battle. | Myau        |
| Open             | 4    | Unlocks doors that are sealed by magic.                                  | Noah        |
| Prot (Protect)   | 10   | Creates a magic barrier to protect your party.                           | Noah        |
| Rise             | 12   | Brings a dead character back to life.                                    | Noah        |
| Rope             | 4    | Binds an enemy during battle.                                            | Alis        |
| Tele (Telepathy) | 4    | Allows you to talk to certain enemies.                                   | Noah        |
| Terr (Terrify)   | 4    | Causes the enemy to fear you.                                            | Noah        |
| Thun (Thunder)   | 16   | Shoots a single flash of lightning at enemy party.                       | Noah        |
| Trap             | 3    | Disarms both floor and treasure traps.                                   | Myau        |
| Wall             | 10   | Creates a magic barrier to protect your party.                           | Myau        |
| Wind             | 12   | Shoots 3 blasts of wind at the enemy party.                              | Noah        |

## The Algol Star System

The Algol Star System contains three distinct planets. Palma, an earth-like world, blanketed in verdant forests, grasslands, towering mountainscapes, and oceans. It is inhabited by human-like beings called Palmans. Motavia is a barren desert planet plagued by large monsters. The natives are known as Motavians, but there are also plenty of Palmans living on this desert planet. And then there is Dezoris, a frigid ball of ice that is constantly ravaged by blizzards, occupied by the thin, blue-skinned Dezorians as well as some Palman migrants. Under corrupt leadership, dangerous creatures emerged on all three planets, stalking the various exotic landscapes.







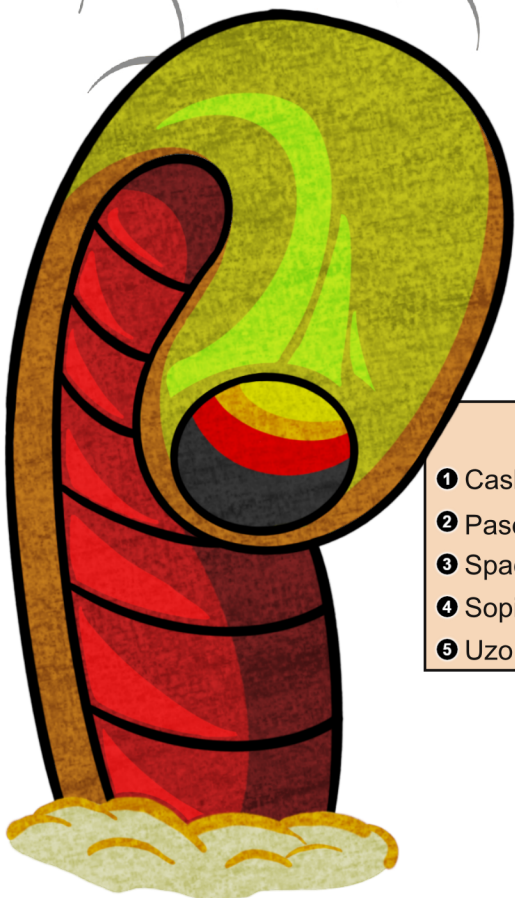
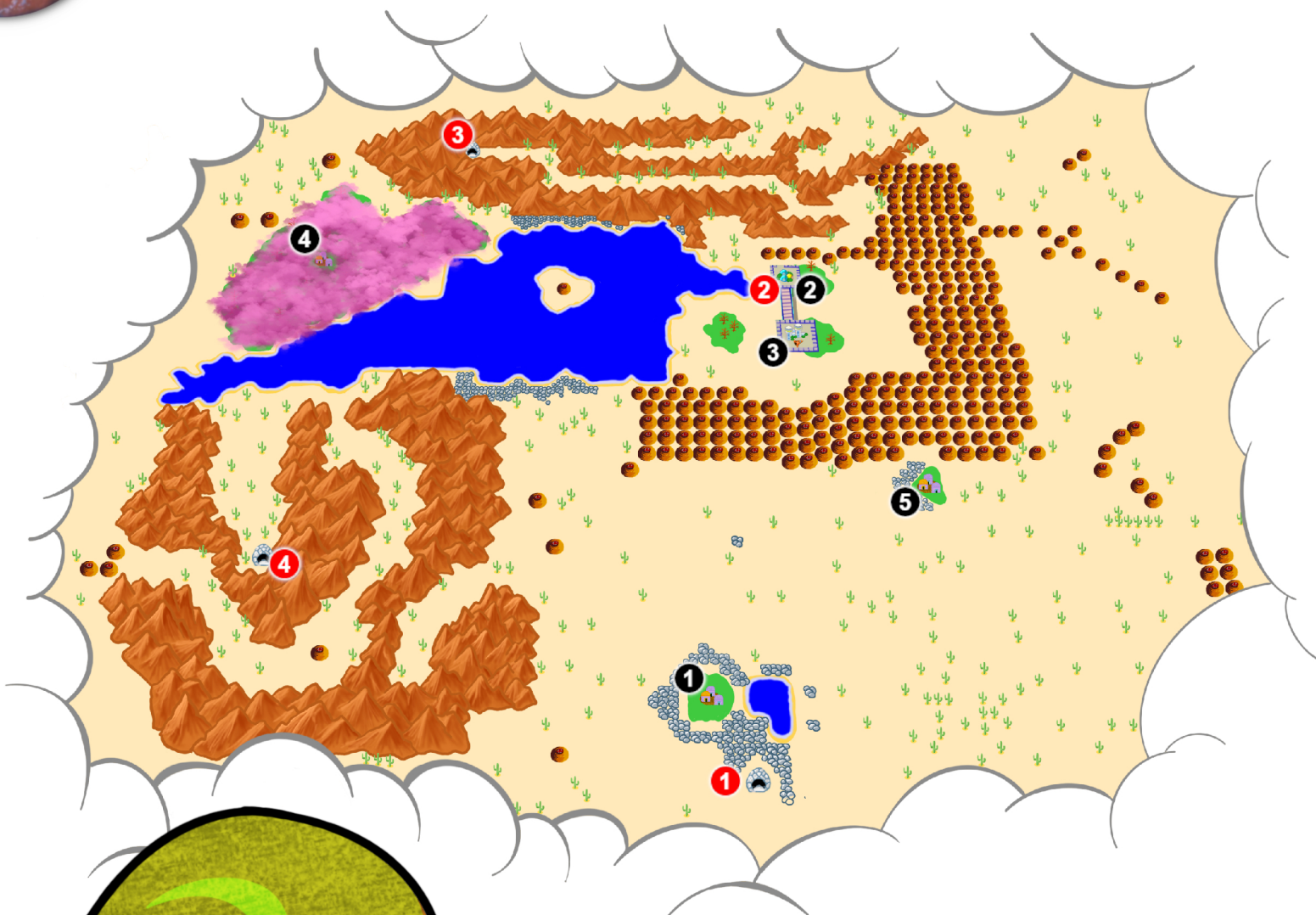
## Towns

- ❶ Abion (p.30)
- ❷ Air Castle City (p.57)  
\*Accessible through Baya Malay Tower
- ❸ Bortevo (p.31)
- ❹ Camineet (p.12)
- ❺ Drasgow (p.37)
- ❻ Eppi (p.20)
- ❼ Gothic (p.26)
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\*Located in Abion
- ❷ Air Castle (p.58)  
\*Accessible through Baya Malay Tower
- ❸ Baya Malay Tower (p.54)
- ❹ Baya Malay Cave (p.53)
- ❺ Baya Malay Prison (p.52)
- ❻ Bortevo Passage (p.28)
- ❼ Camineet Warehouse (p.13)  
\*Located in Camineet
- ❽ Drasgow Warehouse (p.37)  
\*Located in Drasgow
- ❾ Forgotten Tower (p.42)
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\*Access from Gothic and the Spaceport
- ⓫ Medusa's Cave (p.19)
- ⓬ Medusa's Tower (p.40)
- ⓭ Naula Cave (p.21)
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- ⓯ Triada Prison (p.27)





## Towns

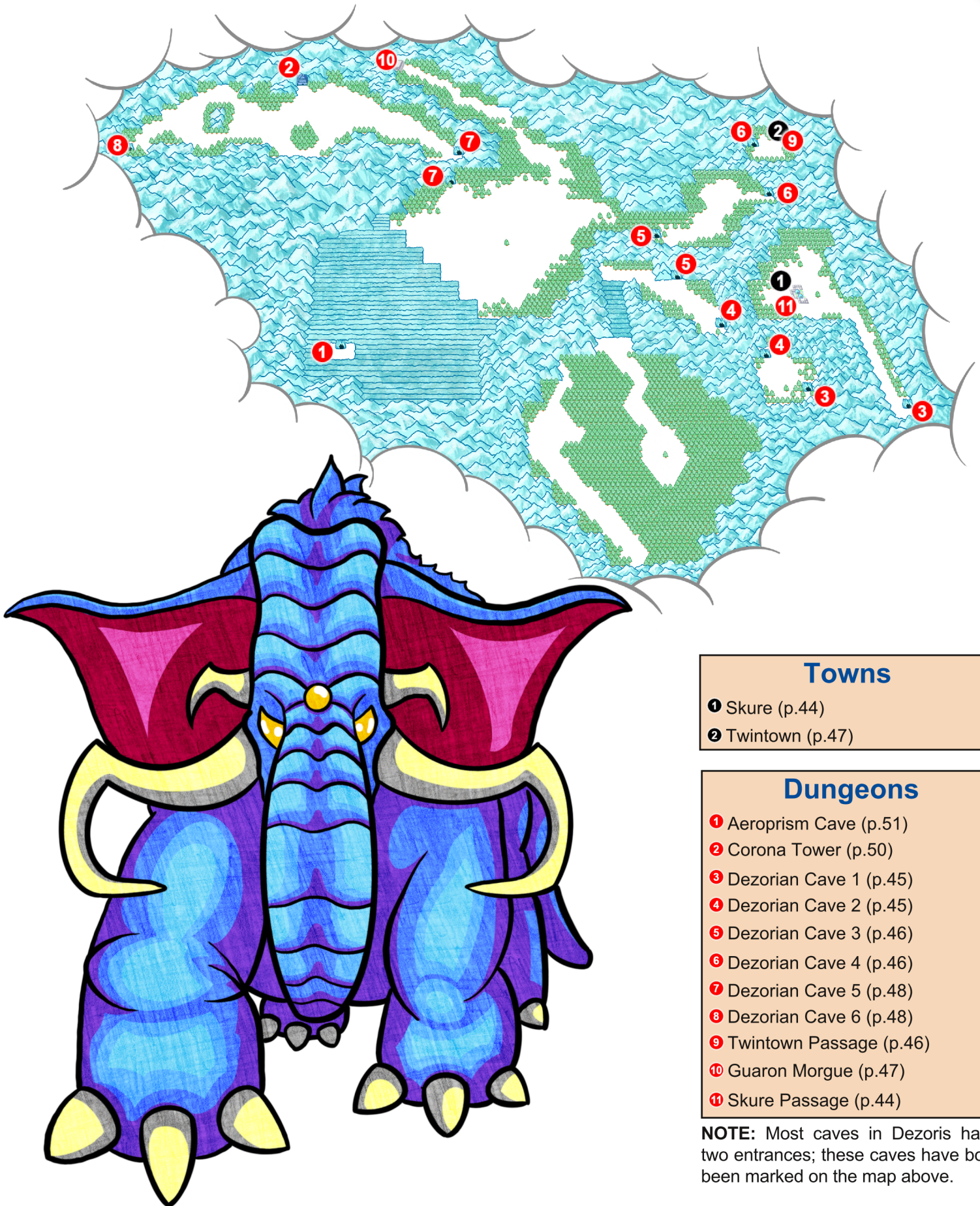
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- ❺ Dezorian Cave 3 (p.46)
- ❻ Dezorian Cave 4 (p.46)
- ❼ Dezorian Cave 5 (p.48)
- ❽ Dezorian Cave 6 (p.48)
- ❾ Twintown Passage (p.46)
- ❿ Guaron Morgue (p.47)
- ⓫ Skure Passage (p.44)

**NOTE:** Most caves in Dezoris have two entrances; these caves have both been marked on the map above.



## Quest 1 - Find Myau

Your adventure begins in Camineet, the lively capital of Palma. Alis's heart races as she finds her brother, Nero, badly hurt by Lassic's Robot Cops. Startling truths about Lassic's plan shake her deeply. Taking Nero's sword, she becomes a brave symbol of hope, setting off on a daring mission to locate Odin, the renowned warrior of legend. With resolve, you get ready as you accept your destiny to end Lassic's rule.

### Places of Interest

1. Armory
2. First Food Shop
3. Second-Hand Shop
4. Nekise's House
5. Suelo's house
6. Skywalk to the Spaceport
7. Church
8. Camineet Warehouse



### Camineet



The shopping district of Camineet has many items that are worth checking out.

| 1 | Armory         |      |
|---|----------------|------|
|   | Leather Shield | 30   |
|   | Iron Shield    | 520  |
|   | Ceramic Shield | 1400 |

| 2 | First Food Shop |    |
|---|-----------------|----|
|   | Cola            | 10 |
|   | Burger          | 40 |

| 3 | Second-Hand Shop |    |
|---|------------------|----|
|   | Flash            | 20 |
|   | Escaper          | 10 |
|   | Transer          | 48 |

Before you start your journey, talk to the locals. They have helpful tips and you might get a powerful item made from Algo's strongest material. Listen to their advice and use this strong item to succeed.



Pay a visit with Nekise to uncover Odin's location and the vital information your brother disclosed to him. Retrieve the **laconian pot** from him—it's a crucial item for you to complete this epic quest.



Count on Alis' friend, Suelo, to heal your party in times of need. Stop by whenever you're nearby to receive essential recovery and stay prepared for any upcoming adventures.



Take note of these watchful guards securing the Spaceport's access. For now, entry is off-limits. However, stay alert, as the time approaches when you'll be granted passage to this coveted domain.





7



## Church

As your journey unfolds, numerous churches will cross your path, their appearances varying with each planet. These holy havens hold the power to resurrect fallen comrades, granting them a second chance after fierce battles. Engage in conversation with the priest to receive valuable insight into the experience points required for your next level. But the true marvel lies in the churches' ability to serve as warp points. Using the FLY spell or **transer**, you can seamlessly teleport from outdoor locations to the last church visited, even if it resides on a different planet.

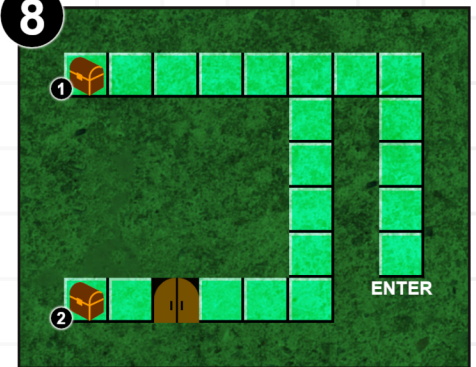
## Camineet Warehouse

As you step into the Warehouse, prepare to immerse yourself in the captivating dungeon sequences that define Phantasy Star. Fear not, for this is a mere storage facility without any lurking monsters. While the underground warehouse may not offer much, take the opportunity to seize the 50 meseta (MST) tucked away behind the closed door marked on the map.

### Treasure Info

- ❶ This chest contains the **dungeon key**, but its location remains a mystery until you consult with Eppi's chief.
- ❷ 50 Meseta

8

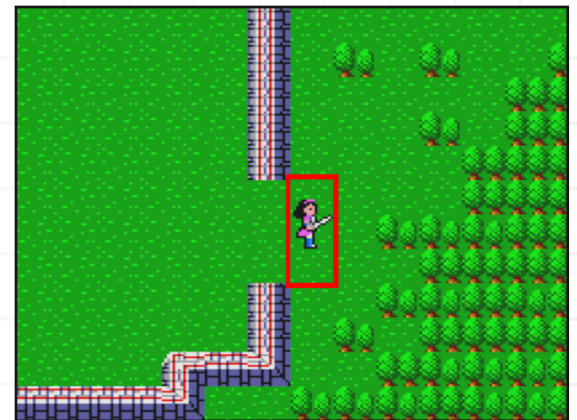


### ~ ~ Pro-Tips ~ ~

- ◆ Head to the warehouse and pick up the 50 Meseta
- ◆ Visit the Armory and purchase a leather shield for Alis. (Don't forget to equip it).
- ◆ Go over to Nekise's House to get the **laconian pot**.
- ◆ Exit Camineet and save your game.

## Venturing Out

Leaving the safety of the city reveals a world fraught with danger and excitement. If you stay within the walled area surrounding the capital, you'll be safe from random monster attacks, as long as you steer clear of the southern forest within the walls. Head east, just outside the city walls. Stick to the area marked in red, pacing back and forth. Keep in mind that Alis is currently extremely weak, and any monster can easily defeat her. Focus on gaining a few levels by engaging with swarms, one at a time for now. If any other creatures appear, it's best to make a strategic retreat. Remember to save your progress frequently, and when your HP runs low, pay a visit to Suelo's for healing. As you progress and level up, you can gradually attempt taking on multiple enemies simultaneously, working your way up to facing the Scorpion.



Reaching level 4 brings a significant breakthrough as you learn the powerful magic spell, HEAL. This spell will aid your progression by allowing you to heal your HP, reducing the need for frequent visits to Suelo's house. By this point, you should also possess the strength to venture eastward towards Scion, a bustling port town. If you need help locating it, consult the map, but rest assured, Scion is not far away. It lies just a little to the northeast of your current leveling area. During this short journey, it's crucial to stay within the grassy areas and avoid walking through the trees. Even a momentary misstep on a tree can lead to dire consequences. Remember, just like the forest within the city walls, the forest outside harbors menacing beasts lurking in the shadows. Embrace the challenges that await as you step out into the world. May fortune favor your endeavors!





The people in Scion are in the know about Palma, given their residence in a bustling port city where information arrives with daily ships. Currently, there isn't much excitement in Scion for visitors. However, your primary motive for coming here is to explore the Second-Hand Shop, which promises an interesting purchase.

## Scion



## Places of Interest

1. Armory
2. Second-Hand Shop
3. Hospital

| 1 Armory        |      |
|-----------------|------|
| Leather Armor   | 28   |
| Light Suit      | 290  |
| Zirconian Armor | 1000 |

| 2 Second-Hand Shop |     |
|--------------------|-----|
| Flash              | 20  |
| Transer            | 40  |
| Secrets            | 200 |



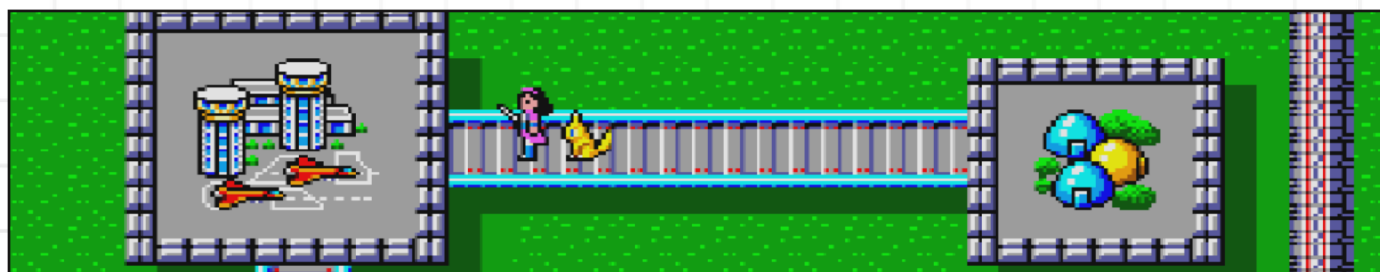
## Hospitals

If you're sticking to this guide, chances are this is your first encounter with a hospital. As you explore Algol, you'll come across numerous hospitals, which come in handy when you venture to distant parts of the solar system and require medical attention for your injuries. The treatment cost varies based on the extent of healing needed for your character, including their MP. As you progress in the game, it's wise to utilize your magic spells to heal your characters before visiting a hospital to minimize expenses.

## Persuade the Shop Owner

The owner of the Second-Hand Shop seems to be involved in some shady business. When you inquire about purchasing a secret from him, he acts clueless and advises you to drop the topic. Return to the shop two more times and persist until he finally agrees to sell it to you. Once he gives in, you'll obtain a **roadpass**. Although his behavior raises suspicions about its authenticity or origin, it's not your responsibility to investigate. What matters is that you can now use the **roadpass** to cross the skywalk in Camineet, advancing your journey.

**Note:** Before you head to the spaceport, make sure you have at least 100 meseta on hand.



Spaceports in the Algol System are typically compact in size and offer little in entertainment options. Your primary objective is to visit the passport office to obtain the necessary clearance for public space transportation. The advantage of acquiring your **passport** is that it grants you complimentary access to future shuttle services. This ensures a seamless and cost-effective means of interstellar travel within the Algol System.

## Places of Interest

1. First Food Shop
2. Passport Office
3. Security Checkpoint
4. Shuttle to Paseo
5. Service Tunnel

|          |                        |    |
|----------|------------------------|----|
| <b>1</b> | <b>First Food Shop</b> |    |
|          | Cola                   | 10 |
|          | Burger                 | 40 |

## Palma Spaceport



## File for a Passport

In order to make use of public space transport, you must acquire a **passport**. When applying, the clerk will ask you four direct questions. Please provide the following responses to the clerk's inquiries:

1. Do you want a passport? Yes
2. Have you ever done anything illegal? No
3. Do you currently have an illness? No
4. The passport fee is 100 Mesetas. Would you pay it? Yes

Upon your affirmation, the clerk will issue your **passport**.



With your **passport** firmly in hand, proceed to the security checkpoint and talk to the guards. When they ask you if you have your **passport**, respond, "Yes." You will be granted authorization to board any of the departing flights without any further hindrance.



Three shuttles are lined up on the tarmac, awaiting your selection for a flight to Paseo on Motavia—each one destined for that very location. When you are prepared to embark, simply respond with a confident "Yes" when the attendant poses their question.



The service tunnel is currently locked, but its significance will become clear later. This manhole holds the key to reaching another continent on Palma, a secret you'll soon discover. So, keep it in mind for your upcoming adventure.



Welcome to Motavia, a blistering desert planet! The scorching heat is relentless, and the local wildlife poses a grave threat. But fear not, for now your time on Motavia will be short-lived. Take the time to interact with the spaceport staff upon arrival—they hold valuable insights for the challenges that lie ahead. Then, make your way to Paseo. The dangers of Motavia await, but with future determination, you can overcome them.

## Paseo the Capitol City of Motavia and Spaceport



## Places of Interest

1. Spaceport
2. Second-Hand Shop
3. Armory
4. Rarities Shop
5. To the mayor's house
6. Free place to rest
7. Governor's Mansion

| 2 Second-Hand Shop |     |
|--------------------|-----|
| Flash              | 20  |
| Escaper            | 10  |
| Passport           | 100 |

| 3 Armory      |       |
|---------------|-------|
| Short Sword   | 30    |
| Thick Fur     | 630   |
| Diamond Armor | 15000 |



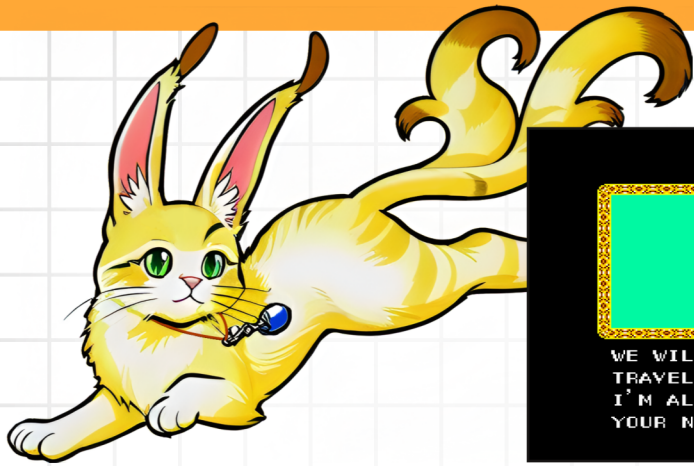
During your visit to Paseo, there is one task to undertake at the rarities shop. The owner presents a highly coveted creature and proposes an astounding price of 1 billion meseta.

Regrettably, it surpasses your financial means, leading you to decline the offer. However, a stroke of luck intervenes as the owner notices your **laconian pot**. He suggest a trade, offering the animal in exchange for your pot. Seize this opportunity, it's a unique chance to acquire the creature without any monetary expense.

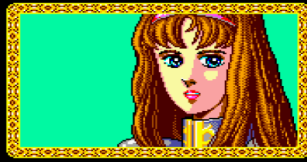
## ~ ~ Pro-Tips ~ ~

- ♦ On your initial visit to Paseo, your main objective is to check out the Rarities Shop. Avoid venturing into the desert for now, as the monsters there are too tough for you.
- ♦ If you have enough money, consider buying **thick fur** for Myau. If not, make a mental note of this place and return later when you have sufficient funds to purchase it.





## Welcome Your Newest Party Member



WE WILL BE FELLOW  
TRAVELERS.  
I'M ALIS! WHAT'S  
YOUR NAME?

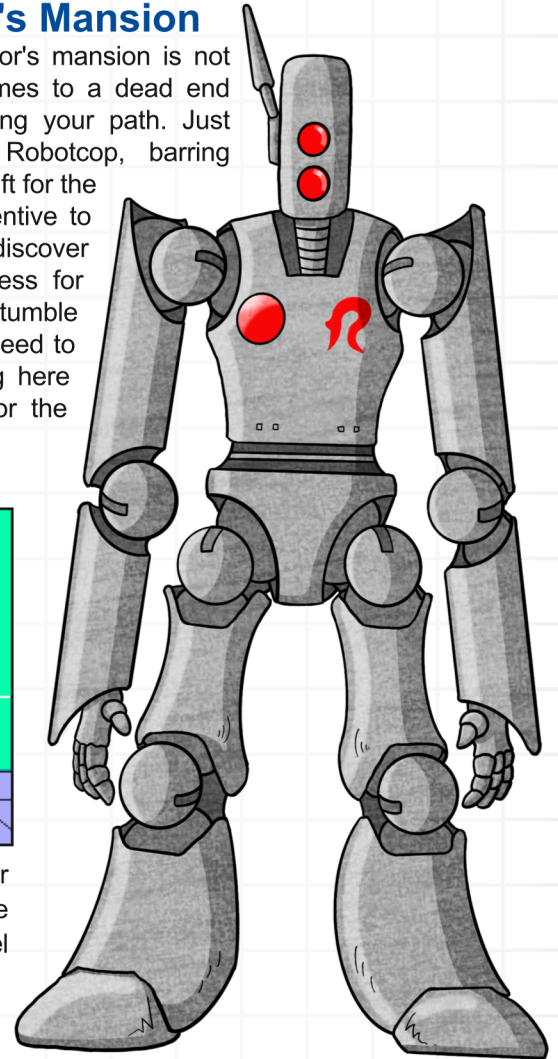
Despite being small in size, Myau proves to be a valuable asset. With lightning-fast attacks and awe-inspiring magical potential, he's a force to be reckoned with. However, it is worth noting that he currently lacks weapons and armor. While chatting with Myau, you learn that he owns a vial of alsulin, a precious item capable of curing Odin's petrification.



## 5 Tunnel to Mayor's Mansion

Right now, reaching the governor's mansion is not possible. The tunnel ahead comes to a dead end due to a locked door obstructing your path. Just beyond that door awaits a Robotcop, barring passage unless you possess a gift for the governor. If you have been attentive to the villagers' advice, you will discover that the governor has a fondness for **cake**. Soon enough, you will stumble

upon a bakery in the most unexpected location, until then there is no need to enter this tunnel, but remember its location, as you will be returning here soon. Stay patient, keep your eyes peeled, and prepare yourself for the surprising twists that await you.



## 6 Take a Load Off

Similar to Suelo in Camineet, this house serves as a location to rest and replenish your hitpoints and magic points free of charge. However, it is uncommon to utilize the tunnel solely for the purpose of seeking rest here. There are a couple of reasons for this. Firstly, you need to purchase a **cake** as a gift for the governor before gaining access to this particular area of town. Secondly, it is far more convenient to make use of the hospital in Paseo. Additionally, you won't be engaging in any level grinding in this vicinity.



## 6 Governor's Mansion

Rumor has it that the governor of Paseo shares a connection with an esper named Noah, who possesses extraordinary magical abilities. Having someone of Noah's caliber on your side would prove invaluable in your mission to avenge your brother's death and defeat Lassic. However, before you can reach Noah, there are a couple of hurdles to overcome. A locked door blocks your path through the tunnel, and to gain entry, you'll need to obtain both a **dungeon key** and a **cake**. For now you will need to postpone this task. Keep a keen eye out for those key items and come back when you're prepared to continue your journey.



## Quest 2 - Remove Medusa's Curse

With Myau as part of your team, it is time to return to Camineet. While you're there, visit the Second-Hand Shop and acquire a **flash** to aid you in your journey. Take the opportunity to rest and recover before venturing into the wilderness. Your current objective is to level up Myau, before you to begin searching for Odin. Keep in mind that with a larger party, you will attract more enemies during battles. Your health can quickly deplete as you progress, so closely monitor your team members. Remember for now, stay close to Camineet, ensuring you can seek assistance from Suelo if needed. Once you have gained a few levels and have at least 320 meseta, make your way to Parolit, a town located just south of the Spaceport.

### Places of Interest

1. Spaceport
2. Armory
3. First Food Shop
4. Second-Hand Shop

2

#### Armory

|                |      |
|----------------|------|
| Iron Sword     | 75   |
| Titanium Sword | 320  |
| Ceramic Sword  | 1120 |

3

#### First Food Shop

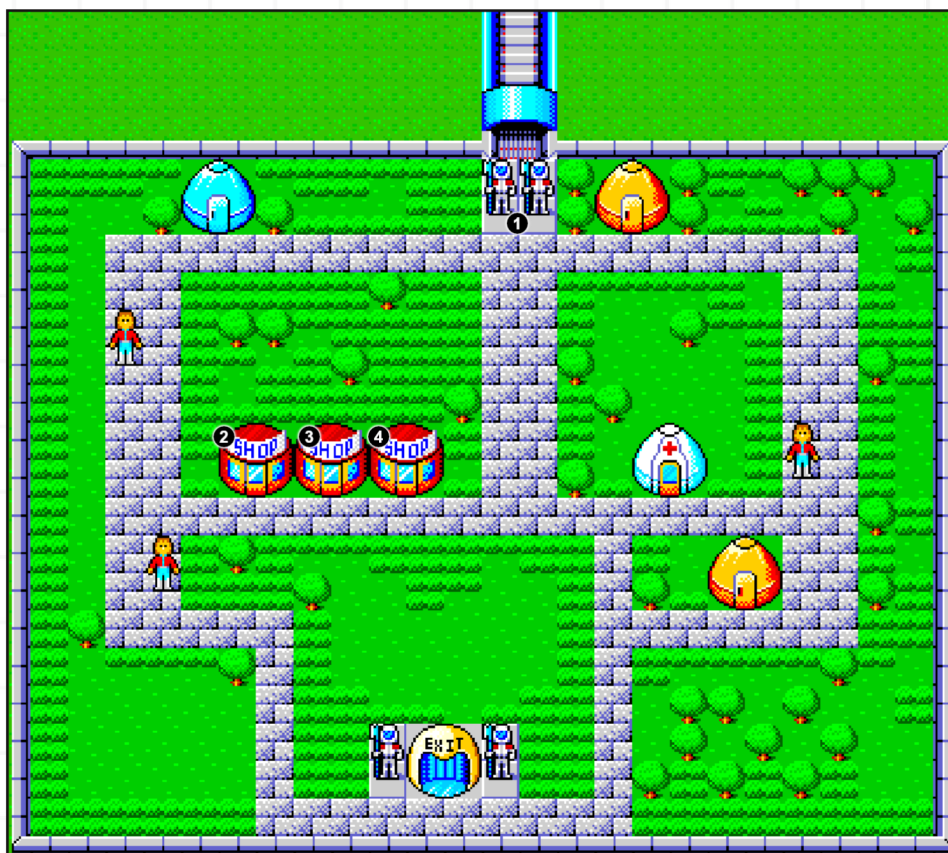
|        |    |
|--------|----|
| Cola   | 10 |
| Burger | 40 |

4

#### Second-Hand Shop

|            |      |
|------------|------|
| Flash      | 20   |
| Escaper    | 10   |
| Magic Lamp | 1400 |

### Parolit



### Visit the Armory

Make your way to the Armory to acquire a **titanium sword** for Alis, ensuring you equip it immediately. You are on the verge of embarking on a crucial mission into Medusa's Cave to locate Odin, and having powerful offensive weapons at your disposal is essential. Feel free to sell your **short sword** to the clerk at the Second-Hand Shop since you no longer require it (or save it for Noah as it's +1 stronger than his **wooden cane**). Once you have obtained the **titanium sword**, venture out to level up Myau to at least level 4 or 5 before entering Medusa's Cave.

### Dangers Lurk in Darkness

This game is filled with dark dungeons, and each time you enter one, you will need to use a **flash** to illuminate your path, unless you own a **magic lamp**. The **magic lamp** can be purchased from the Second-Hand Shop in Parolit, and although it comes at a high price, its value surpasses the cost. As soon as you step into a dungeon, this lamp will illuminate your surroundings. It would be wise to consider purchasing one after rescuing Odin. With a price tag of 1400 meseta, it may seem expensive, but don't let that discourage you. Once you have Odin in your party and equip him with a gun, you will start earning meseta more rapidly. For now, leave this item at the shop. It won't be long before you return to make the purchase.

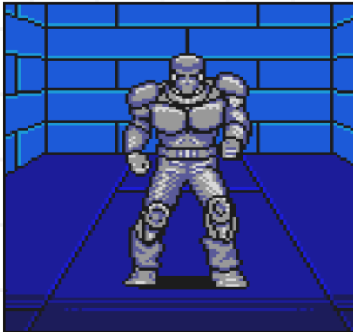


## Medusa's Cave

Save your game and head south of Paseo. There, you will discover Medusa's Cave and locate Odin. This will be your first significant challenge, as the monsters in this dungeon can be difficult. Remember to use your healing magic when necessary and don't hesitate to flee from battles if your health is running low. As long as you have followed the earlier advice to level up your characters, you shouldn't encounter too much difficulty.

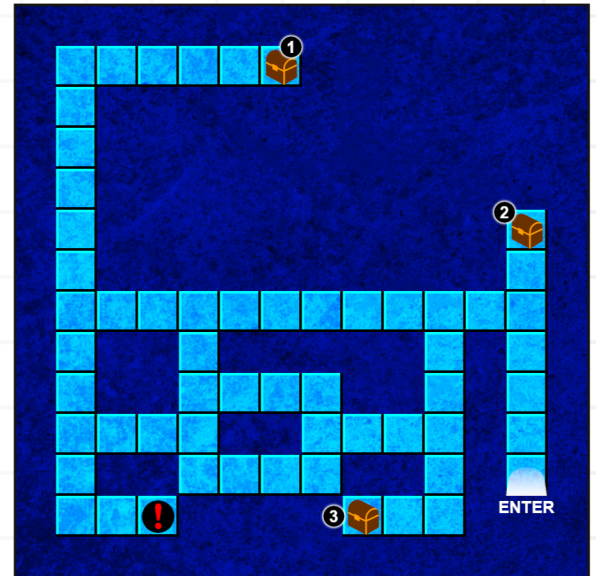
### Treasure Info

- ❶ This chest holds the **compass**, but it will not be here until you have cured Odin's petrification.
- ❷ 10 Meseta, and trapped with a spear.
- ❸ 20 Meseta.



### Find Odin

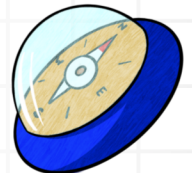
The first thing you need to do is navigate through the dungeon to locate the ❶ as marked on the map. This is where Medusa turned Odin into stone. With Myau in your party, you now have the means to bring him back to life. Select the **asulin** from the items menu, and its contents will revive him.



Odin expresses his gratitude for saving him and acknowledges his own weaknesses. Upon hearing about Alis' brother, he realizes the importance of supporting her cause. Odin reveals that Medusa possesses the **laconian axe**, a valuable item that you will need to acquire. However, for the time being, you will need to find the **compass** that Odin hid within this dungeon.

## Navigating the Perils of Eppli Forest

It's impossible to locate Eppli Village without a **compass**. The village is situated in the heart of Eppli Forest, a dense woodland inhabited by formidable enemies. Now that Odin has informed you about the location of a **compass** in this dungeon, make your way to the treasure marked ❶ on the map to acquire it.



Feel free to collect the other treasure chests in the cave if you would like to, but you may want to refer to the 'Treasure Info' guide above, you'll notice the other treasures are really not worth the effort. Your best course of action now is to exit the cave and level up Odin in a safer location, while also accumulating at least 720 meseta. However, exercise caution as, similar to when you first added Myau to your party, you'll face an increased number of enemies in battle. Before venturing too far from the cave, remember to save your game. Then, return to Camineet and pay a visit to your old friend Suelo for a well-deserved rest before headed back out to gain experience.

## Eppli Forest

Once you are ready, head southeast of Medusa's Cave to reach Eppli Forest. Now that you have the **compass**, you can enter the forest (without it, you wouldn't even be able to set foot in here). After you visit the Chief of Eppli, you will be able to utilize this forest as a means to acquire meseta and level up your characters. As a reminder, when your HP become depleted, use your magic to heal your characters and then visit the hospital to replenish your magic points, it's cheaper to heal magic points rather than having to heal HP and MP.





Eppli is a quaint little village nestled within a heavily forested area in the southern continent, where the capital of Palma is located. The forest is so dense that access to the village is impossible without obtaining the **compass**, which serves as a guide through the thick foliage. While you are in Eppli, take the opportunity to converse with the villagers, as they possess valuable information that can aid you on your quest.

## Places of Interest

1. Armory
2. Chief of Eppli

1

### Armory

|               |     |
|---------------|-----|
| Iron Axe      | 64  |
| Needlegun     | 400 |
| Bronze Shield | 310 |

There are few reasons to visit Eppli, so while you're here, why not take care of all of them? The first thing you'll want to do is purchase a **bronze shield** for Odin. While you're shopping, go ahead and pick up a **needlegun** for him as well. Although the attack power of



this gun may not be very strong, it proves to be effective when facing a horde of monsters simultaneously. The needlegun always deals 5 damage per hit, but it can fire multiple rounds per turn. If you find yourself fighting six monsters, it will fire six rounds, hitting each monster once per turn. In essence, that would be a total of 30 HP damage per turn, which is a significant amount at this stage of the game. However, keep in mind that this weapon is not very effective against one or two enemies, making it almost useless in many boss fights. As you progress further in the game, you will have the opportunity to upgrade to a more powerful gun. But for now, grab the needlegun and equip it, and you can sell the axe you are replacing at a Second-Hand shop.

2

## Find the Dungeon Key



Talk to the chief of Eppli, who owns in the house with the gold roof at the north end of town. He will inquire if you are searching for a **dungeon key**. Answer "yes," and he will reveal the location where he hid one. Now, you can return to the warehouse in Camineet to obtain the **dungeon key** (refer to the map on page 13, should you need it).

Your next objective will be to obtain supplies necessary for your upcoming adventures. Save your game and start eliminating the monsters that you feel confident defeating. Below is a suggested shopping list before you move on.

## Shopping List

### Camineet

Ceramic Shield 1400

Buy two, one for Alis and one for Odin.

### Scion

Zirconian Armor 1000

Buy two, one for Alis and one for Odin.

### Parolit

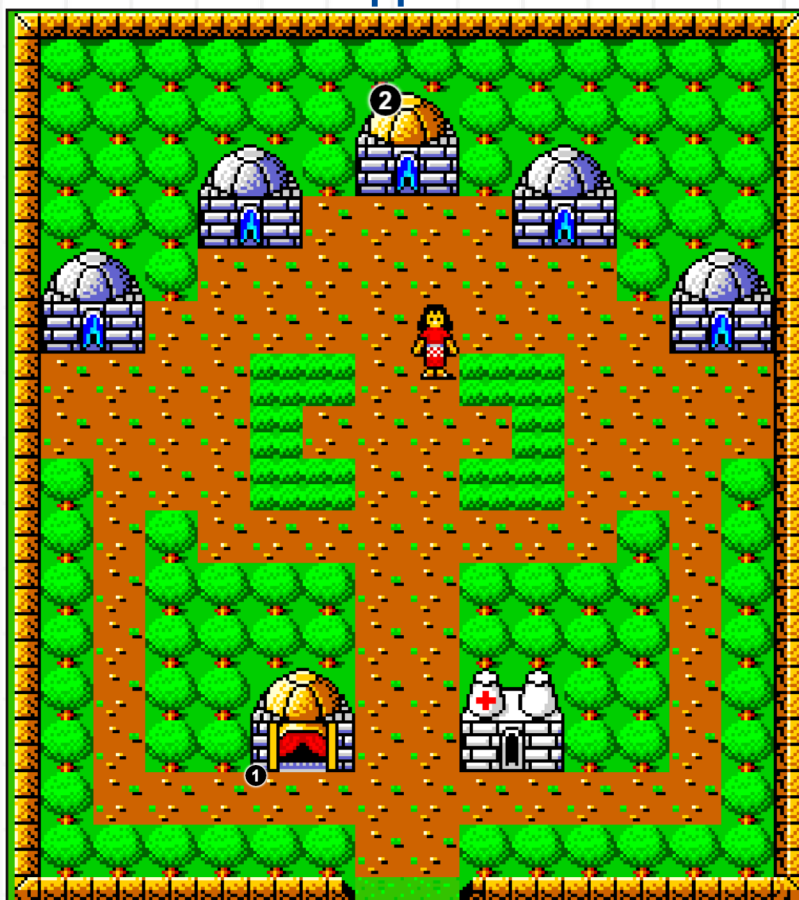
Magic Lamp 1400

Ceramic Sword 1120

For Alis.



## Eppli



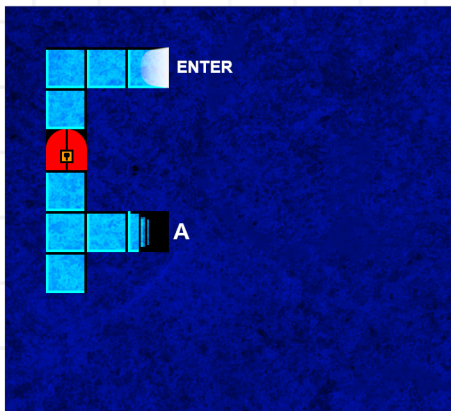


Having prepared your party for the task, they are now fully equipped to explore the dungeon and procure a gift for the Motavian Governor. Be sure that you have at least 280 meseta before venturing into Naula Cave to acquire the long-awaited **cake**. Interestingly, due to the shop's remote location, the owner has been compelled to raise the prices of their cakes in order to sustain their business.

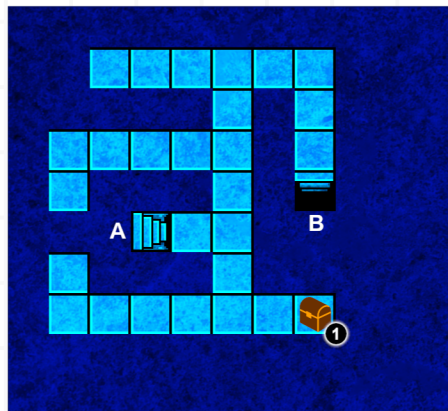
## Naula Cave

Naula Cave is situated to the north of Camineet. Simply follow the western side of Baya Malay, and you will come across it. If you encounter any difficulty in finding the cave, refer to the Palma map for guidance. Be cautious, as this cave harbors numerous threatening creatures. If you haven't dedicated time to leveling up your characters and acquiring the recommended equipment, brace yourself for a challenging expedition.

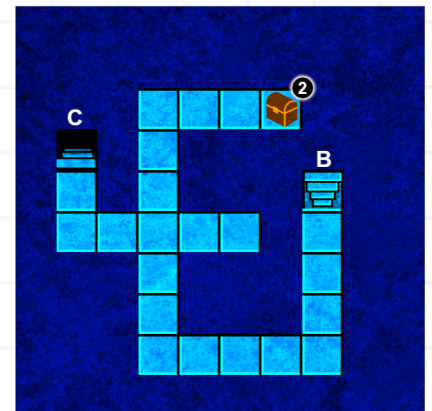
### Entrance - Floor 1



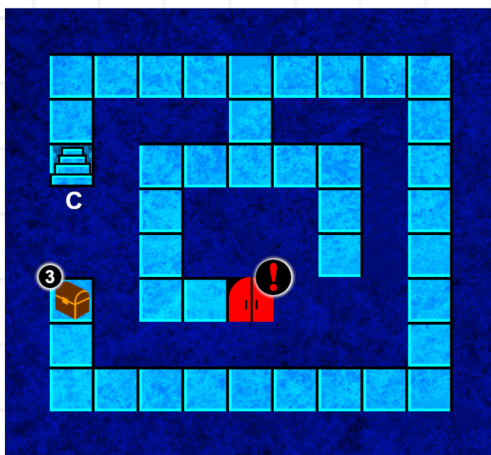
### Subfloor 1



### Subfloor 2



### Subfloor 3



### Cake Shop

In the third sublevel of the cave, you come across the elusive Cake Shop tucked away in a remote corner. The shop owner names an outrageous price of 1000 meseta for a simple cake. Agree to pay it. However, as you exit the shop and review your meseta reserves, you notice that the owner actually only charged you 280 meseta. This seems to be an oversight in the programming or a cruel trick. It's unknown for sure which price was supposed to be the real price.



### Treasure Info

The treasures in this cave are basically useless, but take them if you want.

- ❶ Short Sword
- ❷ 10 Meseta
- ❸ Flash

### ~ ~ Pro-Tip ~ ~

◆ Now that you've finally found that gift, you'll want to head back to the Spaceport and fly to Paseo on Motavia and give the governor a visit.





## Quest 3 - Seek Out the Esper

### Aid from the Governor

When you arrive on Motavia, head over to the city of Paseo. If you don't already do it, purchase **thick fur** for Myau. With all the fighting in the dungeon you just dealt with, you should have enough cash on you to cover the cost. Once it's equipped, take the underground passage that leads to the governor's mansion. Use your Dungeon Key on the door in front of you, then give the Robotcop the **cake**, and you'll be allowed to pass. When you come out of the other side of the tunnel, stop at the blue house to have your health and magic restored.

When you enter the governor's house, he quickly introduces himself. It seems that word has gotten around about your quest to take down Lassic, as it comes up in conversation with the governor. However, the conversation soon shifts gears towards his friend Noah, who lives in a nearby desert cave. The governor gives you a **letter** of Introduction, hoping it might convince Noah to help you on your quest. (Note: The programmers accidentally refers to Noah as being a female in this conversation). The governor then advises you to rest before heading out to locate Noah.



### Battle with Saccubus

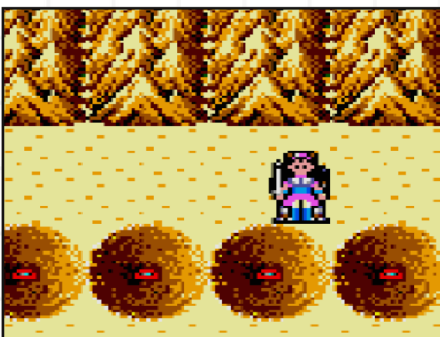
During a deep sleep, you suddenly find yourself face-to-face with a creature named Saccubus. This creature possesses a powerful attack and the ability to bind characters, preventing them from defending and countering. Moreover, Saccubus boasts an impressive 255 hit points, making it nearly impossible for most adventurers to defeat. However, fret not, as attempting to take it down is not necessary or recommended. Even if you are strong enough to vanquish this beast, the rewards are meager, offering only 10 experience points and no meseta.

After your team either defeats the monster or succumbs to its might, you'll soon realize that this battle was all part of your subconscious. When you wake up, finish your conversation with the governor and head on your way to the next destination.



### Travel to Naharu Cave

Deep within the rugged landscape to the north of Paseo lies a cave - Noah's secluded training grounds. The path to Naharu Cave is a mere stroll away, a short venture through the the majestic mountains will lead you right to its entrance. But beware! The desert holds dangers in the form of antlions scattered throughout. These beasts resemble the tarantulas of Palma, yet they possess an unexpected strength. Defeating them may prove challenging, and their rewards of experience and meseta are meager. There is no need for you to set foot on their den, as it will only waste your time and energy.

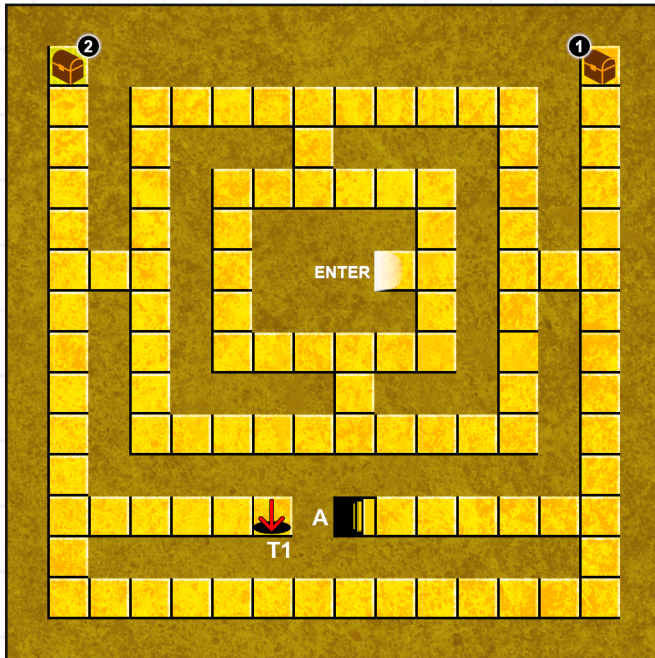




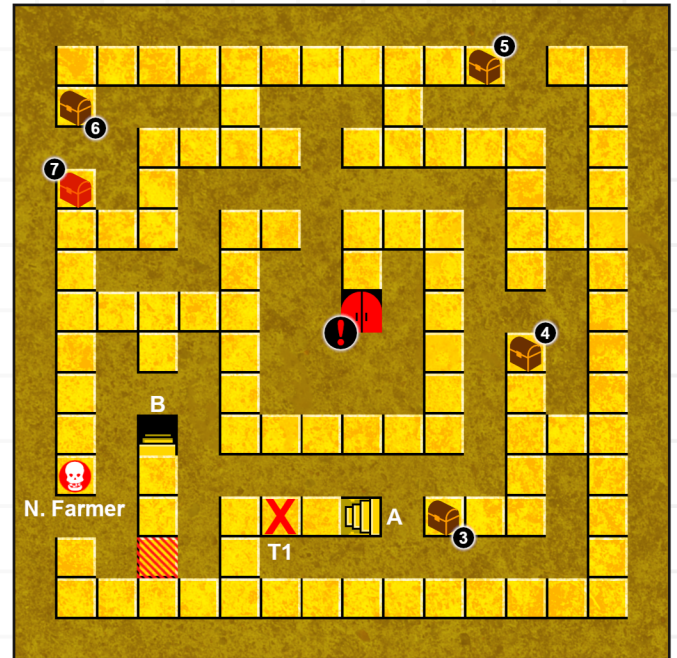
## Naharu Cave

This cave isn't massive; it's merely two floors. There's a third floor, but it's optional and not necessary to explore. However, if you're adventurous, you'll be rewarded with 2000 meseta. Your objective is to locate the  icon, which will lead you to Noah. But be cautious, there's a new trap icon marked  on the map. Stepping on it will drop you to the floor below marked **X**. Note: You can move through walls with the  icon.

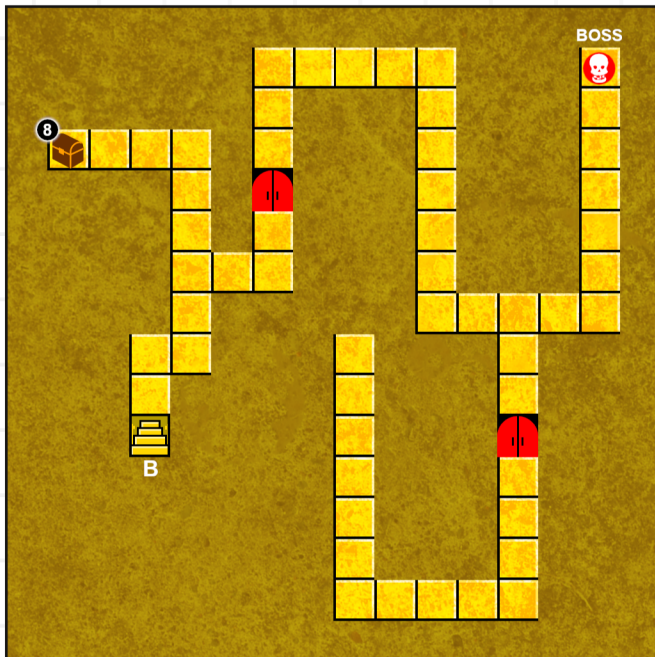
### Entrance - Floor 1



### Subfloor 1



### Subfloor 2



### Treasure Info

- |             |                |
|-------------|----------------|
| ① Cola      | ⑤ Flash        |
| ② 20 Meseta | ⑥ Burger       |
| ③ 50 Meseta | ⑦ Burger       |
| ④ Flash     | ⑧ 2,000 Meseta |

### Noah

After you locate Noah, present him with the **letter** of introduction to persuade him to join your party. Once he's on board, he'll advise that you seek out Dr. Luveno in Gothic. To reach this village you'll need to use the service tunnel located in the south end of the Spaceport on Palma. (This was mentioned mentioned on page 15).



### Boss

The boss in this area is a Red Dragon. It's best to avoid getting near it right now. When you've grown stronger you can return if you wish to challenge it.





## Quest 4 - Obtain Space Transportation

With 4 adventurers in your party, the future of the Algol Solar System appears promising. Noah's addition brought valuable information about the manhole, granting access to the service tunnel leading to Gothic—where Dr. Luveno is said to reside. Before attempting to find him, it's wise to visit Suelo in Camineet to heal your party. After that, head east from Camineet to level up Noah and collect meseta for your upcoming adventures. Continually strengthening your team will prove to be even more important as you progress.



At this point the fishman aren't too challenging by themselves, but they tend to attack in large numbers. Because Noah is still weak, it's important to monitor his stats closely. However, defeating these creatures grants you 11 EXP and 42 MST each. You should be able to level Noah up rather quickly. Increase Noah to at least level 6 before advancing further. This will ensure he's better prepared to tackle the upcoming challenges.

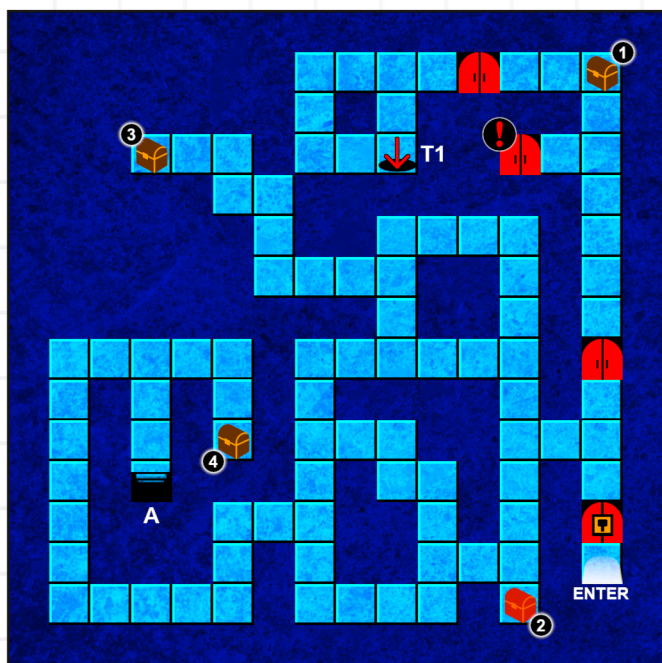


### Unearthing the Iron Fang

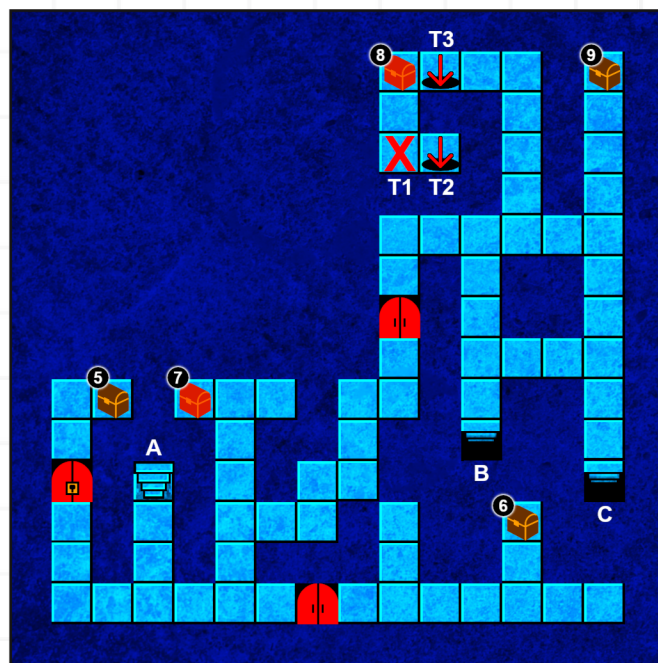
Once you feel that your characters are prepared, ensure they are healed and save your progress. Head east from Camineet, going beyond where you encountered the fishman, all the way out to the end of the peninsula. There lies Scion Cave. Before you enter this cave make sure that you reserve at least 4 MP. This will allow you to use his newly acquired EXIT spell. Using this spell will allow you to effortlessly leave the dungeon once you've found the **iron fang**.

### Scion Cave

#### Entrance - Floor 1



#### Subfloor 1

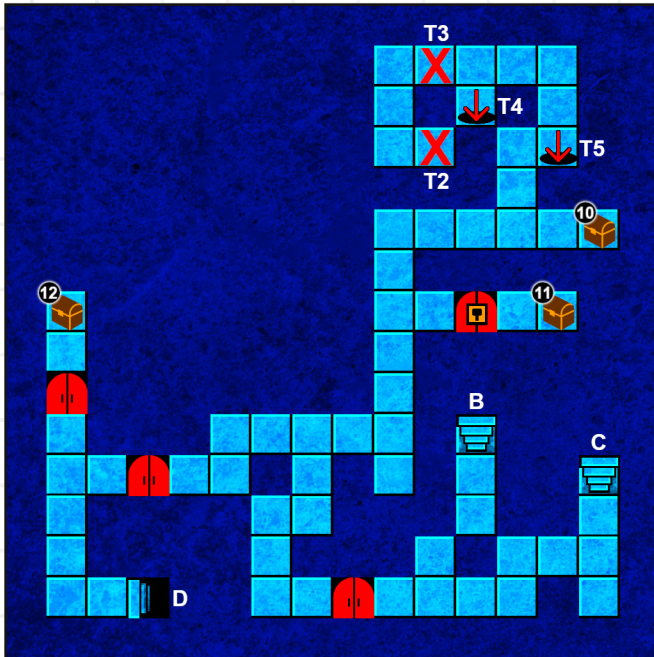


### ~ ~ Pro-Tips ~ ~

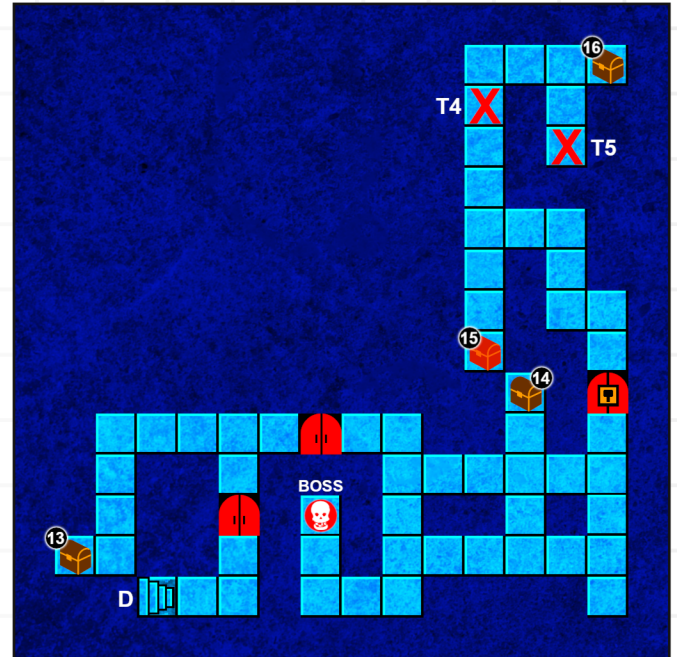
- ♦ If you want to get in and out, the fastest path to the Iron Fang is to use the Floor Traps to reach the deepest floor. Take the path to T1 and fall to Basement -1, then take T2, T4. Then navigate your way to the boss.
- ♦ If you find yourself in danger don't hesitate to use Noah's EXIT spell to go back to Camineet to heal.



## Subfloor 2



## Subfloor 3

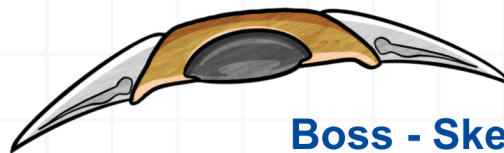


### Treasure Info

- |             |             |             |          |
|-------------|-------------|-------------|----------|
| ① Cola      | ⑤ 20 Meseta | ⑨ Cola      | ⑬ Burger |
| ② Empty     | ⑥ Flash     | ⑩ 50 Meseta | ⑭ Flash  |
| ③ 20 Meseta | ⑦ Empty     | ⑪ 20 Meseta | ⑮ Empty  |
| ④ Empty     | ⑧ Empty     | ⑫ Burger    | ⑯ Cola   |

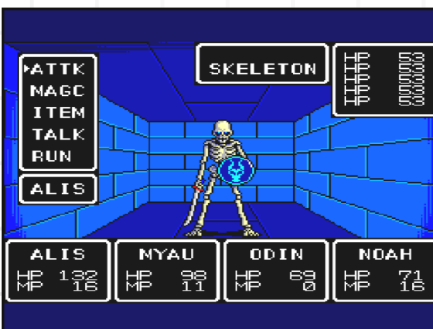


In this room awaits a mysterious man who offers a warning about those who ventured through the door ahead in this dungeon. Keep an eye on your map. The challenges ahead may be perilous, but with a keen sense of direction and a guarded approach, you'll increase your chances of making it through.



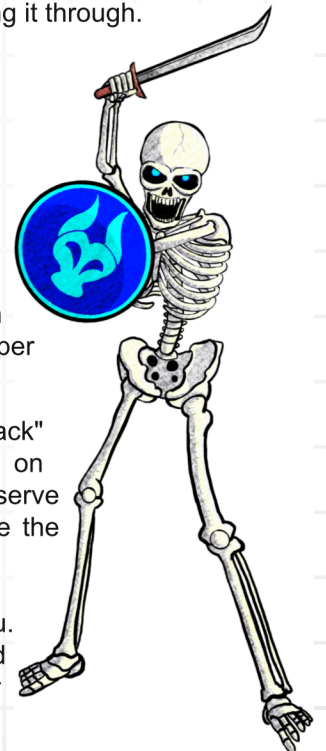
### Boss - Skeleton

As you come to the boss location, you might face a single skeleton or a group of up to 6. The silver lining is that a single Skeleton isn't too formidable, and you should be able to handle any number thrown your way. However, it's crucial to heal up before engaging in the fight. Stay cautious and employ your best tactics to emerge victorious. With proper preparation and strategy, you can overcome this battle.



To secure victory, have all characters use the "Attack" command, except for Noah. Let him concentrate on using his powerful FIRE spell. But, remember to reserve at least 4 MP so you can use the EXIT spell once the battle is won.

After claiming the **iron fang**, equip it to Myau. Proceed back to Camineet to heal your party, and then head to the spaceport. You're now better equipped to face the challenges that lie ahead.







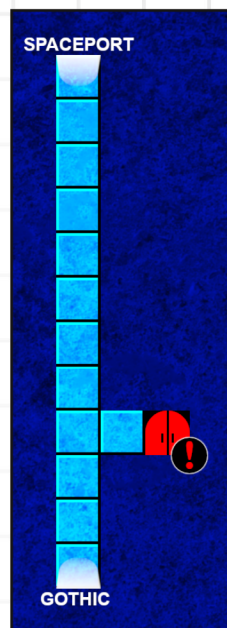
## Gothic Passage - Service Tunnel

Gothic is a small village that can be found on the western continent of Palma in the Gothic Forest. The only way to get to this location on foot is by taking the service tunnel that connects the Space Port with Gothic. Normally, this tunnel is kept locked, but now with Noah in your party, you are able to access the tunnel via the manhole in the southwest corner of the Palma Spaceport.



## Who is This Man?

As you advanced through the tunnel, you'll come across the only turn leading to a room marked with  where you'll encounter a rather grumpy man. He dismisses you, claiming to be busy. Make a mental note of this location, but for now, there's nothing to be done here. Move on with your journey, and perhaps later on, you'll find a reason to revisit this enigmatic man and uncover his identity.



As you head further away from Palma's capital city, you'll witness the devastating aftermath of destruction inflicted upon the planet. Many towns lie in ruins, and countless people have been displaced by Lassic's malevolent scheme. In this troubled world, some individuals may not engage in conversation unless offered a **cola**. If you plan on talking to more residents be sure you have a **cola** or two in your inventory. If you wish to participate in assisting a fellow Palmans in the future, consider purchasing some **cola** in Parolit. Many people on Palma are currently facing hardships, and your act of kindness toward others may prove beneficial in your quest.

## Places of Interest

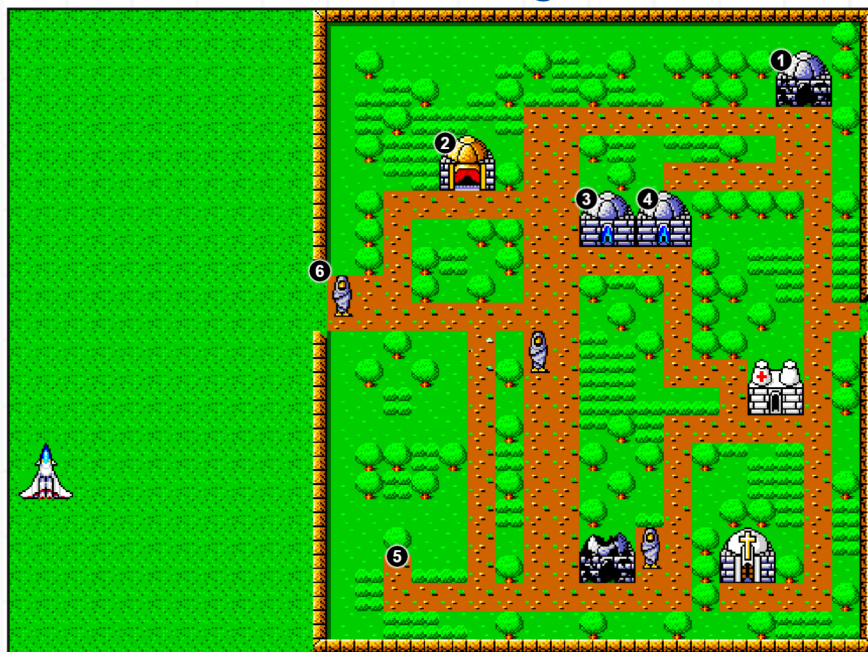
1. Service Tunnel to Spaceport
2. Second-Hand Shop
3. Dr. Luveno's Workshop
4. Luveno's Assistant
5. Flute
6. Access to Space Shuttle

2

### Second-Hand Shop

|            |      |
|------------|------|
| Flash      | 20   |
| Transer    | 48   |
| Magic Lamp | 1400 |

## Gothic Villiage



3



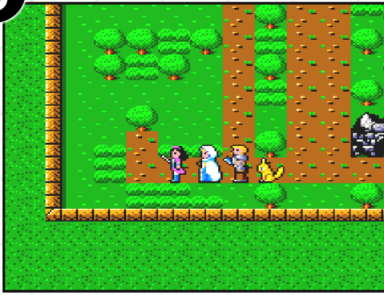
## Dr. Luveno and His Assistant

Dr. Luveno and his assistant are nowhere to be found in their Gothic workshops. Your current mission is to locate them to enlist their help in building your personal space craft. Once you find Dr. Luveno, locations 3 and 4 on the map will become crucial for your quest. However, for now, remember this location and continue your journey. Keep your focus on the task at hand, as unraveling this mystery is essential to advancing in your quest to save the Algol Star System. Good luck on your search!

4



5



## The Hidden Treasure

Revisiting this spot in the future will unveil a rewarding surprise. To unearth it, your initial path will lead you to Uzo on Motavia, where a certain individual will give you a tip. Acquiring this magic **flute** will speed up your quest. With its melodic invocation, darkness fades as if by enchantment, transporting you from the depths back to the entry where your journey began. This **flute** is a true game-changer, watch vigilantly watch for the man in Uzo who can help you claim this incredible artifact!!

## Gain Access to Your Space Shuttle

The cloaked man stationed at the exit on the west side of town is a loyal follower of Dr. Luveno. He won't permit you to pass until the doctor grants you permission. This won't happen until he has finished building your ship and you have paid him for his work. Stay patient and wait for the right time to secure Dr. Luveno's approval, then he will let you go past.

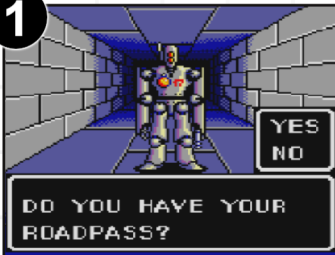
## Find Dr. Luveno

If you talk to the man in the center of the town, he will give you a tip, letting you know Gothic was where Dr. Luveno had his lab. However, it is said that he went insane and is now locked up in Triada Prison. You should exit Gothic and head to Triada Prison, which is just a little to your south. If you get lost, check the map on page 9 to locate it.

## Triada Prison

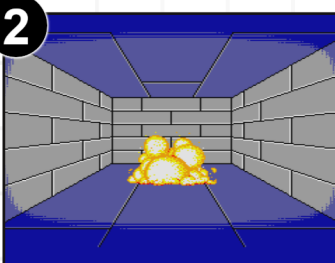
Feel free to explore the prison as much as you'd like; all of the prisoners have information that pertains to your quest. There is only one room that is required of you to visit, and that is the one where Dr. Luveno is being held. There are no enemies that you have to worry about, except for the skeletons that are marked as a boss on the map.

1



Be sure to say, "yes" when the robotcop asks you if you have your **roadpass**. If you don't, you'll be forced to fight, and there's a good chance that he will wipeout your entire party.

2



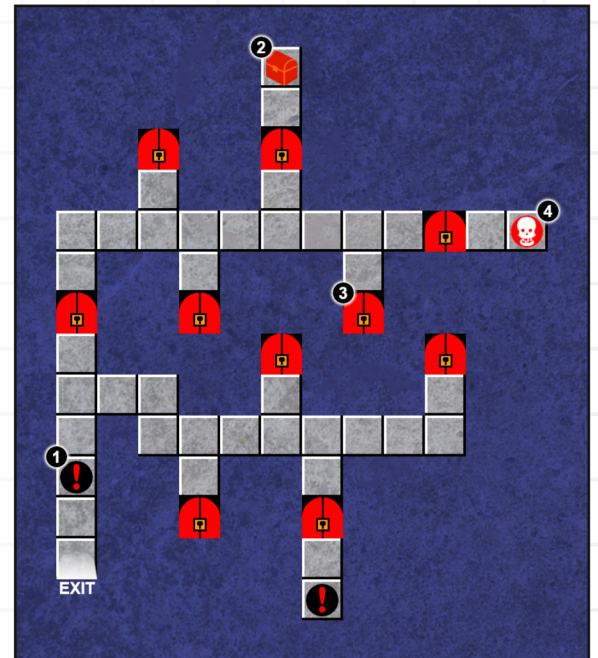
If you find this chest while you are exploring the prison, don't bother opening it. The chest in this room is trapped and has nothing in it.

3



This is the cell that holds Dr. Luveno. You will need to ask him to help you multiple times before he decides to act on your request, so keep applying the pressure.

6



4



The room at the end of the prison has some run-of-the-mill skeletons for you to battle, if you so choose. You'll gain nothing special for defeating them.





## Return to the Lab

After you exit the prison, make your way back to Gothic Village. Dr. Luveno has returned to his lab, but building a space craft is no easy task for one person. Go to the man in the service tunnel (p.26), who turns out to be Dr. Luveno's assistant. Now, pay one last visit to Dr. Luveno at his lab. He will inform you that he is ready to begin the work but requires you to pay him 1,200 meseta before starting. Once you've paid him the money, exit Gothic and head south along the coastline to reach Abion.

### ~ ~ Pro-Tip ~ ~

- ♦ Before you leave or Abion, make sure you have a **transer** and visit the church in Gothic for a quick return.
- ♦ Earn 9,500 meseta before heading out. Otherwise, you will find yourself needing to take a 2nd trip to Abion.

## Travel to Abion

As you journey along the coast, you will encounter an area covered in a brown liquid that resembles magma. Each step your adventurers take on this hazardous material will cost them HP. Proceed cautiously and try to cross this toxic sludge by taking as few steps as possible. While crossing, keep a close eye on your hit points. Remember that you might still encounter monsters along the way, and some of them can be quite powerful. Should your health begin to dip too low, make sure to utilize items or magic to heal. Planning and preparation are key in traversing this challenging terrain.



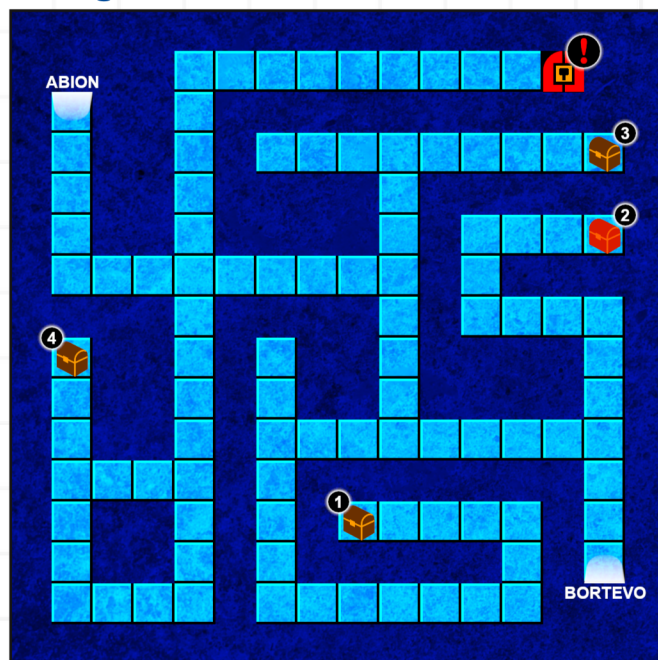
Once you have safely crossed the toxic sea, you'll encounter both a cave and a small desolate village called Bortevo. For the time being, you can bypass this village as you'll return later, once you have obtained a specific item. Enter the cave and follow the map to reach the exit on the opposite end from where you entered. Along the way, feel free to collect any chests you come across in the Bortevo Passage as you see fit.

## Bortevo Passage

There's no need to venture to the locked door in the northern part of the passage. However, if you choose to explore that area, you'll encounter a vagrant who will share a tip on where to find **polymetryl**. This liquid has the unique ability to melt almost any type of metal, and it will be crucial for your upcoming journey. You are headed to the city where you can purchase **polymetryl**, for now just head to the Abion exit.

### Treasure Info

- |           |              |
|-----------|--------------|
| ① Escaper | ③ 100 Meseta |
| ② Empty   | ④ Flash      |







As you emerge from the cave, turn towards the east. A short stroll will lead you to a path that runs along the shoreline, tracing a small bay. This straightforward route guides you to the far side of the continent. However, exercise caution as you'll encounter unfamiliar creatures during your journey. Proceed in the singular direction open to you, which takes you into a densely wooded area. There, you'll discover the town of Loar.



## Loar

Located in the northern forests of Palma, Loar appears to have been in decline ever since Lassic's rise to power. Despite its size, the townspeople hold vital information for Alis and her team. Take the opportunity to interact with them, and don't

forget to visit the hospital if you need healing. Before departing Loar, be sure to stop by their armory to purchase a **silver fang** for Myau and a **heat gun** for Odin.

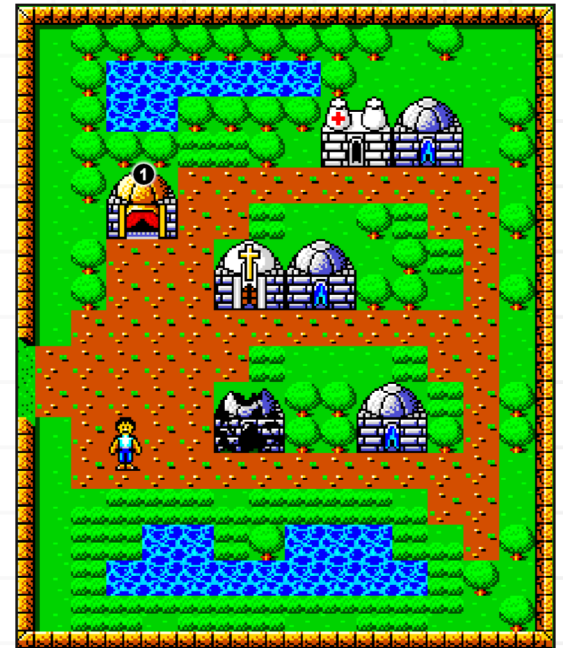
## Places of Interest

1

### Armory

|              |      |
|--------------|------|
| White Mantle | 78   |
| Heat Gun     | 1540 |
| Silver Fang  | 1620 |

1. Armory



If you find yourself short on meseta, consider spending some time on the outskirts of Loar to earn enough to purchase the suggested weapons before continuing. Your upcoming journey will be quite expensive, so it's crucial to ensure you have sufficient funding.



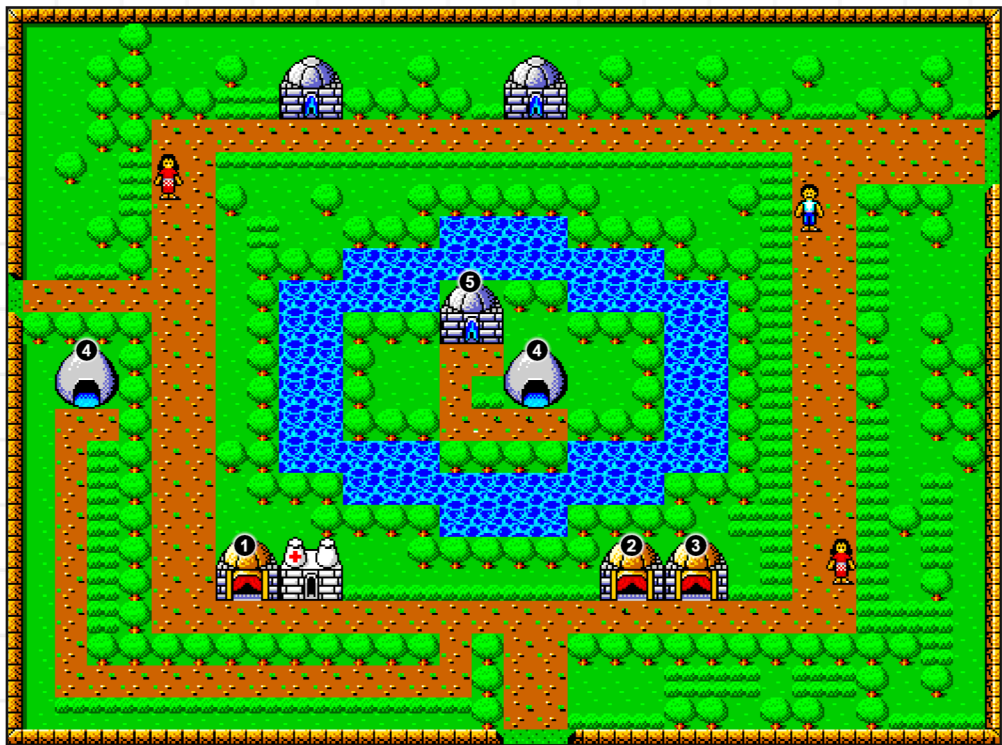




# Palma

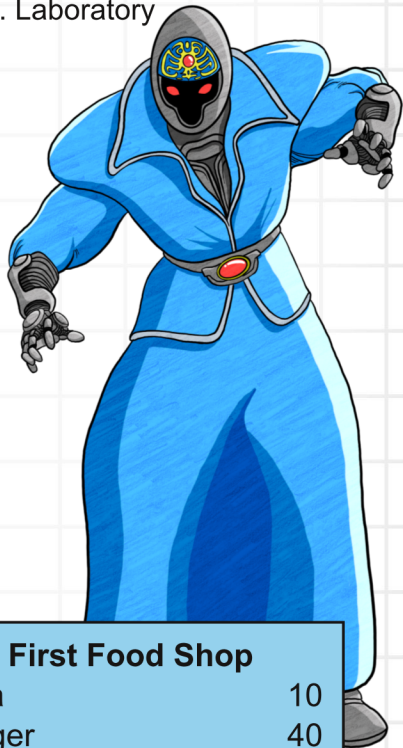
Welcome to Abion, a town adorned with lush forestry and a beautiful lake at its heart. Engage with the townsfolk to discover rumors about a suspicious man who recently arrived and is suspected of conducting experiments on small animals. It could be beneficial to investigate this matter further and find out what he is up to.

## Abion



## Places of Interest

1. Armory
2. Second-Hand Shop
3. First Food Shop
4. Abion Warehouse
5. Laboratory



| 1 | Armory       |      |
|---|--------------|------|
|   | Woodcane     | 25   |
|   | Iron Armor   | 84   |
|   | Laser Shield | 4800 |

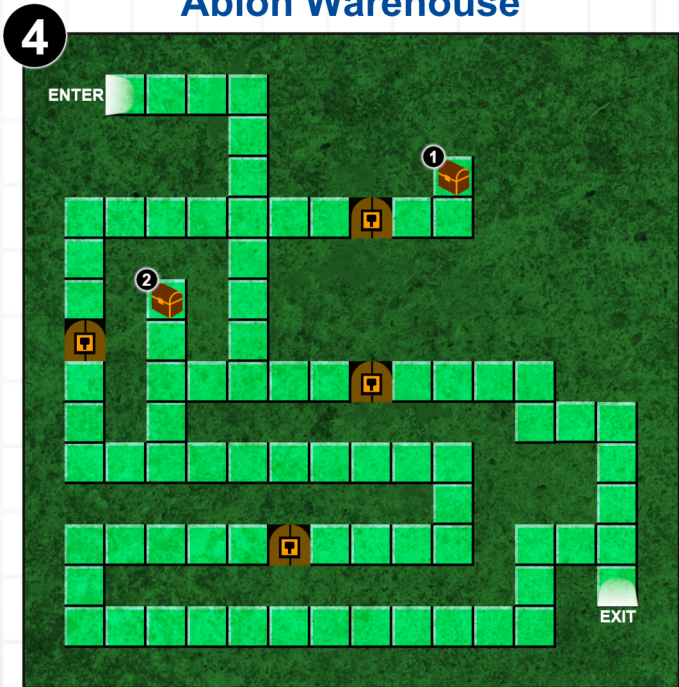
| 2 | Second-Hand Shop |      |
|---|------------------|------|
|   | Flash            | 20   |
|   | Magic Hat        | 20   |
|   | Magic Lamp       | 1400 |

| 3 | First Food Shop |      |
|---|-----------------|------|
|   | Cola            | 10   |
|   | Burger          | 40   |
|   | Polymetryl      | 1600 |

Before going to the island in the middle of the town, do a little shopping. To begin, visit the First Food Shop and acquire the **polymetryl**. Next, head to the Armory and purchase a **laser shield** for Noah. These shields can also be equipped by both Odin and Alis. If you want to take the extra time to earn meseta around Abion, you may do so (this is an optional task, as you'll obtain more powerful shields soon enough).

If you decide to buy the shields, the fastest way to earn enough money for this is by fighting monsters back in the ocean. Simply pace back and forth on the sandy patches by the rocks, and you'll encounter sea creatures even though the access to the sea is blocked. Though, it would be even quicker to just head back to Camineet and fight Fishman on the shore.

## Abion Warehouse



## Treasure Info

1 30 Meseta

2 20 Meseta



5



## Fight Dr. Mad

Upon entering Dr. Mad's laboratory, he immediately notices Myau and requests that you hand him over. You have the option to say yes or no. If you choose to surrender Myau, Dr. Mad will mercilessly kill him. The purpose of these experiments remains unclear, but they have proven to be fatal for the animals involved. It's wiser to refuse the madman's demand and prepare for a battle.

Dr. Mad boasts 233 hit points and wields a powerful attack, but don't be overly concerned. Your best approach is to have Alis and Odin perform regular attacks on him. Myau should start by casting WALL, while Noah should use WIND on every turn. Keep in mind that your WALL might disappear during the battle; if that happens, cast it again immediately. Additionally, if Dr. Mad manages to launch one of his missile attacks on you, have Myau use CURE as soon as the WALL is back up.

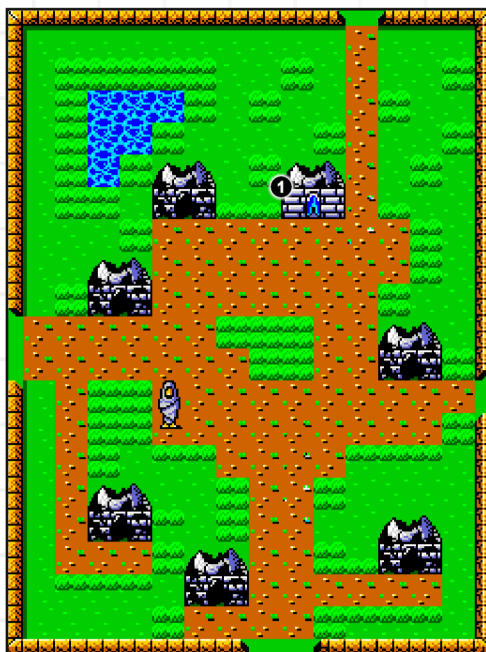
Successfully defeat Dr. Mad to reclaim your **locanian pot** and emerge victorious from this encounter.

## ~ ~ Pro-Tip ~ ~

- ♦ If you followed the tip back in Gothic about visiting the church and not entering another one, now is the time to take advantage of that tip. As soon as you leave the laboratory, use the **transer** you purchased (alternatively, you can have Alis cast FLY, if she's learned it). This will return you to the church in Gothic. After healing your party, exit the city and start walking around the mountains again towards Bortevo (the villiage on the other side of the toxic sludge that looks similar to magma). If you can't do this you'll have to walk to Bortevo from here.

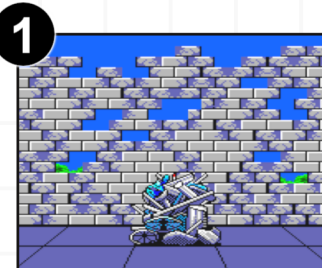
What was once a quaint villiage now lies in ruins. The population has dwindled, with only a couple of individuals remaining amidst the desolation. As you explore, you'll encounter heaps of discarded fragments and debris. Yet, within this scene of devastation, a singular house stands out—the one adorned with a blue door, inviting a glimmer of curiosity.

## Bortevo



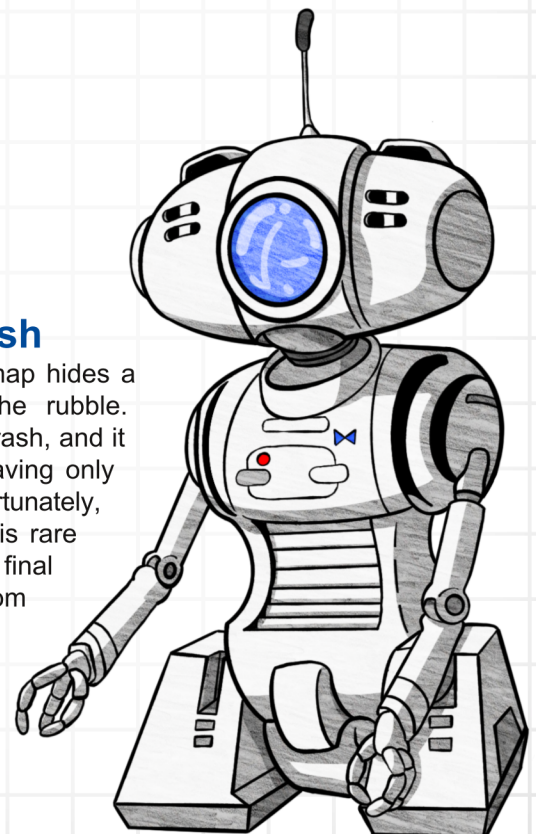
## Places of Interest

1. Hapsby



## Tresure in the Trash

The house labeled on the map hides a treasure buried amongst the rubble. Use the **polymetryl** on the trash, and it will dissolve all the junk, leaving only items made of laconian. Fortunately, **Hapsby** was crafted from this rare material. This robot is the final piece you need to travel from planet to planet without need for public transportation. Now that you have **Hapsby**, your interplanetary journeys will become much smoother and more convenient.





## Maiden Voyage of the Luveno

Upon your return to Gothic, make sure your party's well-being takes the forefront. You have two avenues to achieve this: Your first choice involves a visit to the hospital in Gothic, where the nurse can rejuvenate your party for a nominal fee. This dependable option offers convenience. However, if preserving your hard-earned meseta and a bit of a journey don't deter you, a more economical route exists.

Retrace the service tunnel to the spaceport, take the sky bridge over to Camineet, and talk to Suelo. Given your recent expenditures, this cost-effective alternative holds significant appeal.

After you have healed your party, proceed to Dr. Luveno's workshop. Upon entry, you'll discover the ship isn't yet complete. In such cases, exit and re-enter the workshop. Repeat this process several times. Eventually, Dr. Luveno will proclaim his exceptional work finished, leaving your new spacecraft, aptly named the **Luveno**, prepared for its inaugural journey.



The man at the western exit will finally allow you to pass. Go talk to him, and you'll find yourself in a grassy area beside him. Walk a little to the southwest, and you'll spot the **Luveno** waiting for you. Your new pilot, **Hapsby**, is already there, eager to accompany you.

Despite having your ship, it has some limitations regarding where it can land on all three planets. **Hapsby** will give you three options: Gothic on Palma, Uzo on Motavia, and Skure on Dezoris. For your first destination, choose Uzo. It will be a short trip, as you only need to speak with a man who lives there.

## Detour - Seek Information

In Uzo, make your way to the house right next to the church. Inside, you'll meet a man who will inquire if you've ever heard about the soothing **flute**. Respond with a confident "No", and he will reveal that he buried one at the outskirts of Gothic. Now, return to your spacecraft and fly back to Gothic.



When you land in Gothic, go to the tree, which is located at the dead-end path in the southwest corner of town. Then, use the



SEARCH function to discover the soothing **flute**. This item has two magical abilities:

- 1) Makes enemies fall asleep when played in battle, but this is not super effective.
- 2) Will allow you to escape from dungeons when played.

With your newly acquired **flute**, head back to your spaceship and chart a course to Uzo. The time has arrived to initiate your exploration of the arid landscape known as Motavia's desert.



## Quest 5 - By Land and Sea

Back in Uzo, talking with the residents, you will learn that there is a vehicle in Casba called **landrover**. It will allow you to pass right over the antlions without battling them. Your next adventure will lead you to Casba. However, you have also learned there is a dragon living in the cave near there. Why don't you check it out?

### Places of Interest

1. Tip on the hidden flute
2. Armory

2

#### Armory

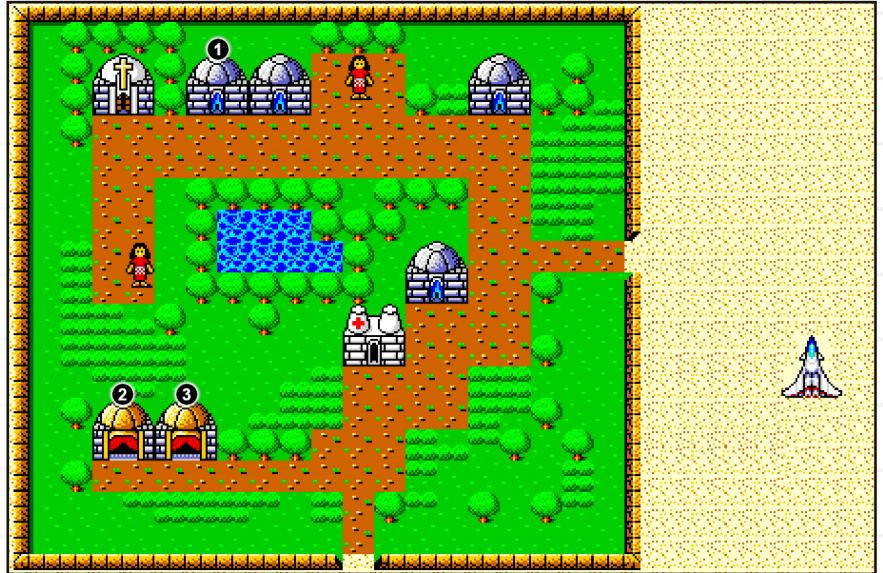
|                |      |
|----------------|------|
| Heat Gun       | 1540 |
| Light Saber    | 2980 |
| Ceramic Shield | 1400 |

3

#### First Food Shop

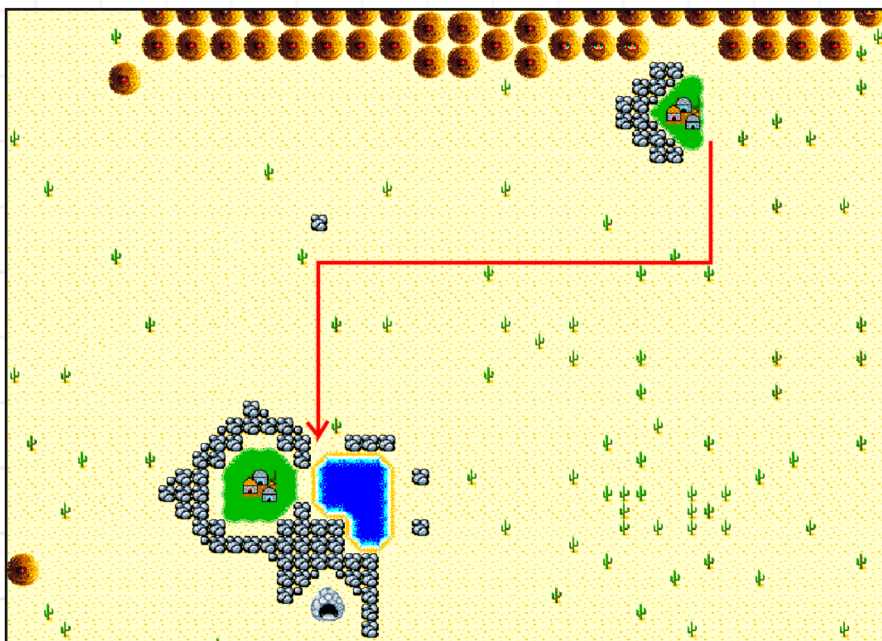
|        |    |
|--------|----|
| Cola   | 10 |
| Burger | 40 |

### Uzo



### ~ ~ Pro-Tip ~ ~

- ♦ If you have the time and/or money, go ahead and purchase a **lightsaber** for Alis (its attack power is significantly stronger than what you currently have). Though, you can pass up on this weapon; in the next dungeon you can find that same weapon after defeating a dragon. On the plus side, this will allow you to level up your characters before the next leg of your journey. Should you decide to earn some meseta, head back to Palma and fight the Fishman on the beach to the east of Camineet. Just make sure you raise about 3200 MST before coming back to Uzo. If you decide to skip the **lightsaber**, head to Casba and there you will find a chest containing 5000 meseta that will pay for the majority of the **landrover**.



When your party is ready to move on, leave Uzo and make your way to Casba. The Motavian desert can be easy to get lost in, so avoid wandering around aimlessly. The best way to find Casba from Uzo is to travel south just a little until the outskirts of Uzo are barely visible. Then, head a short distance to the west until you come across a lone rock. Stand right in front of the rock and travel south, and you will encounter the natural wall that surrounds Casba.

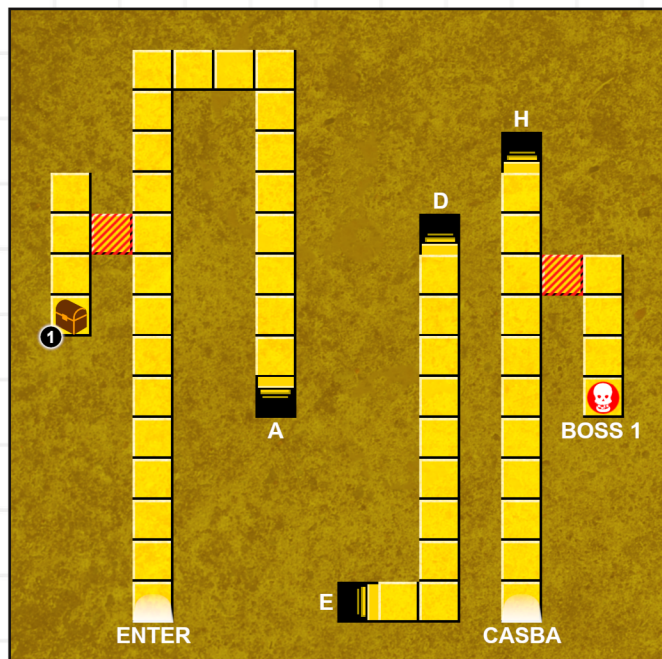
For now, the only way to access the town is by going through the Casba Cave. However, be cautious, as you have heard stories about a fearsome dragon inhabiting this cave. Stay on guard during your journey.



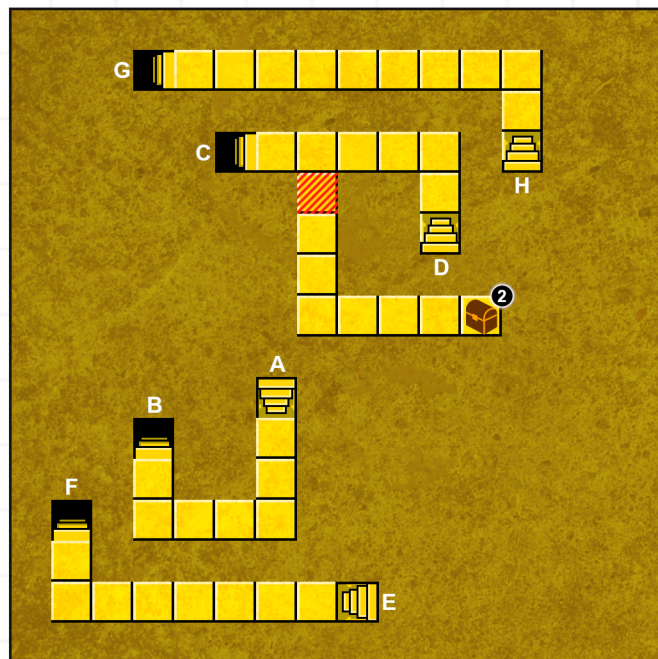
## Casba Cave

For now, this cave serves as the solitary gateway into Casba. As whispers suggest, it's not just the dwelling of one, but rather two formidable dragons. Deep within these catacombs, a wealth of treasures awaits discovery, prompting you to embark on a thorough exploration. Considering your proximity to a nearby city (p.36), your best approach involves heading to Casba first. This strategy allows you to use your flute for a quick retreat so you can restore your HP at the hospital.

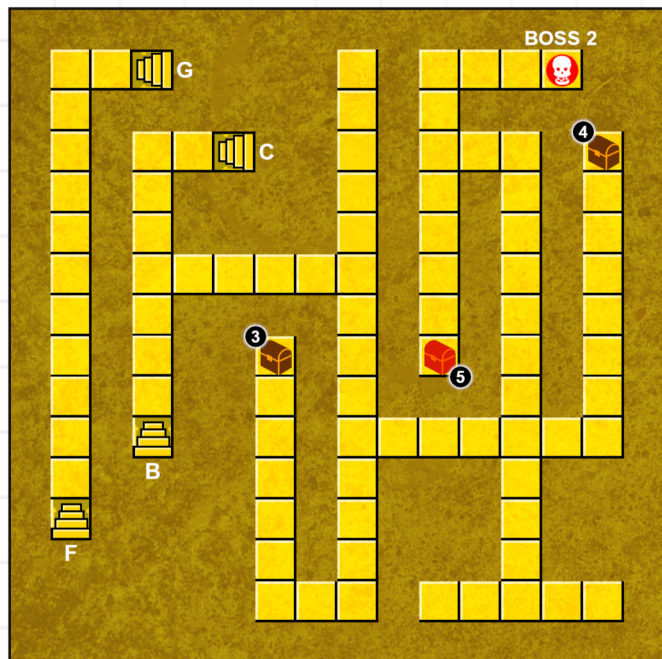
### Entrance - Floor 1



### Subfloor 1



### Subfloor 2



### Treasure Info

- |                |              |
|----------------|--------------|
| 1 500 Meseta   | 4 100 Meseta |
| 2 5,000 Meseta | 5 EMPTY      |
| 3 100 Meseta   |              |

There are three main reasons for you to come to this cave. You don't necessarily have to fulfill all of them, but the first two are a must.

1. Reach Casba and purchase a **landrover**. This vehicle will allow you to travel faster on land and easily maneuver over antlions.
2. Defeat the black dragon and obtain its treasure, the **amber eye**. This key item is crucial, as you cannot complete your quest without it.
3. Locate and defeat the red dragon to acquire its treasure, a **light saber**. Even if you have already purchased one, you can still equip it to Odin (especially for boss battles) or sell it for a nice profit. However, it's recommended for you to continue using the **heat gun** for your main battles with weaker enemies.







## Boss 1 - Red Dragon

The Red Dragon is the weaker of the two dragons in this dungeon, but not by much. If most of your characters are at level 16 or 17 you should have no problem cutting him down to size.

### Attack Strategy

Have Alis attack with her sword every chance she gets. Myau should cast WALL to protect your team. While the wall is up, have Myau use a regular attack, but if it goes down, cast WALL again to keep your team safe. Odin should stick to using regular attacks. Noah, on the other hand, should always cast WIND.

By defeating the Red Dragon, you will obtain the **light saber**. Equip it to Alis, with an attack power of +46 you'll be hard-pressed to find a better weapon for a little while.



## Boss 2 - Black Dragon

This dragon is sometimes referred to as the Casba Dragon. He is slightly stronger than the Red Dragon and also immune to WALL. Therefore, you will have to rely on your team's power and skills to defeat him.

### Attack Strategy

Have Alis attack with her sword. Myau should focus on attacking the dragon with his weapon, but if someone's energy gets low, cast HEAL. Odin should attack as usual. Noah should cast WIND whenever possible.

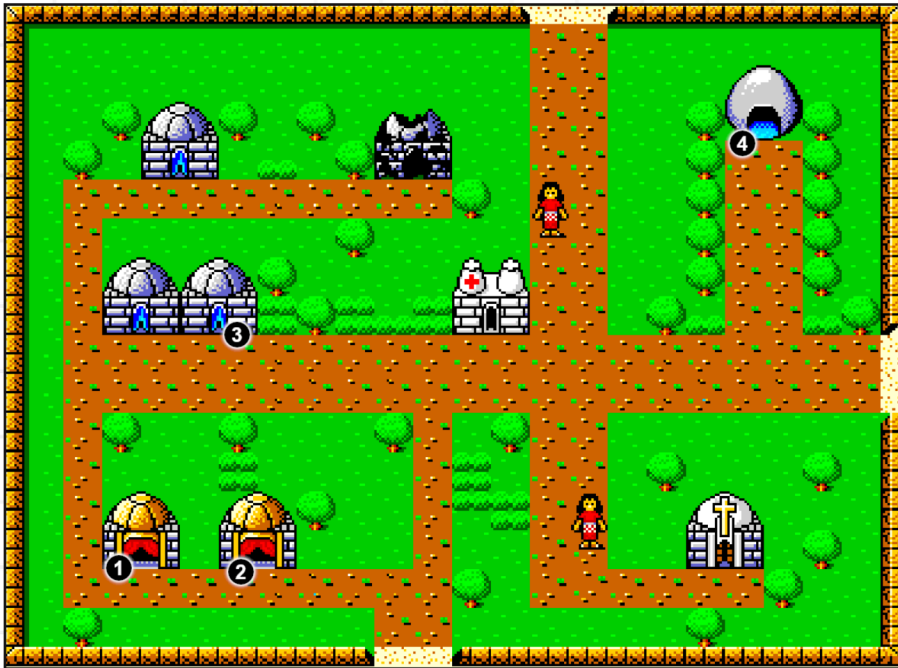
Once the battle is finished, you will aquire the **amber eye**.





Casba is a town naturally protected from the outside world by the rock formation surrounding its perimeter, while the east is shielded by the life-giving resource, Casba Lake. Although not a bustling metropolis, Casba holds significant importance for Alis and her friends, as it is home to the Second-Hand shop that has the **landrover**.

## Casba



## Places of Interest

1. Second-Hand Shop
2. Second-Hand Shop
3. Useful Tip
4. Casba Cave

|          |                         |    |
|----------|-------------------------|----|
| <b>1</b> | <b>Second-Hand Shop</b> |    |
|          | Flash                   | 20 |
|          | Transer                 | 48 |
|          | Sphere                  | 30 |

|          |                         |      |
|----------|-------------------------|------|
| <b>2</b> | <b>Second-Hand Shop</b> |      |
|          | Landrover               | 5200 |

While you're in Casba, the first thing you'll want to do is purchase the **landrover** from the Second-Hand Shop. Next, head to the house labeled ③ on the map. The man who lives there will ask if you've heard about the Hovercraft, so be sure to answer "Yes." Once you're done in Casba, make your way to Bortevo on Palma (pg. 31). That's where you'll find the abandoned **hovercraft**.

## ~ ~ Pro-Tip ~ ~

- ◆ If you have not visited a church since the last time it was mentioned, you can have Alis cast FLY to get back to Gothic, and save yourself a lot of travel time.

## Return to Bortevo

In Bortevo, make your way inside the first rundown house, as shown in the photo. Use the search function to locate the **hovercraft** that was abandoned there. It might have a few issues, but it's nothing that **Hapsby** can't handle. The **hovercraft** enables you to travel across bodies of water, and as a bonus, it can even float on the toxic sludge by Bortevo without causing your party any damage. After leaving Bortevo, head to the end of the peninsula, to the west and give your new **hovercraft** a try!



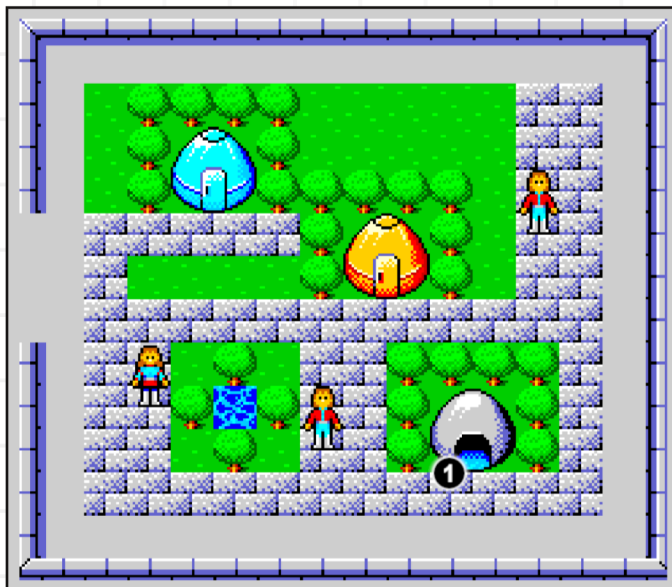
## Quest 6 - Laconian Blades

After attempting to retrieve the Laconian Axe, Odin was petrified and remained in that state until Alis and Myau came to his rescue. Medusa cannot be left to unleash her magic on the people of Palma ever again. It's time for Odin and his teammates to locate her and rid the world of this evil. However, there's a significant problem – just one small gaze into her eyes, and the team could suffer the same fate as Odin had before. Nonetheless, they must try. Seek out the **mirror shield** and then destroy Medusa.

There are rumors of the legendary **mirror shield** hidden on a remote Motavian island. Seek wisdom from the town encircled by mysterious gas to unveil its whereabouts. To commence, secure the **gas shield** from Drasgow. Use the map above to steer you to the floating city.



### Drasgow



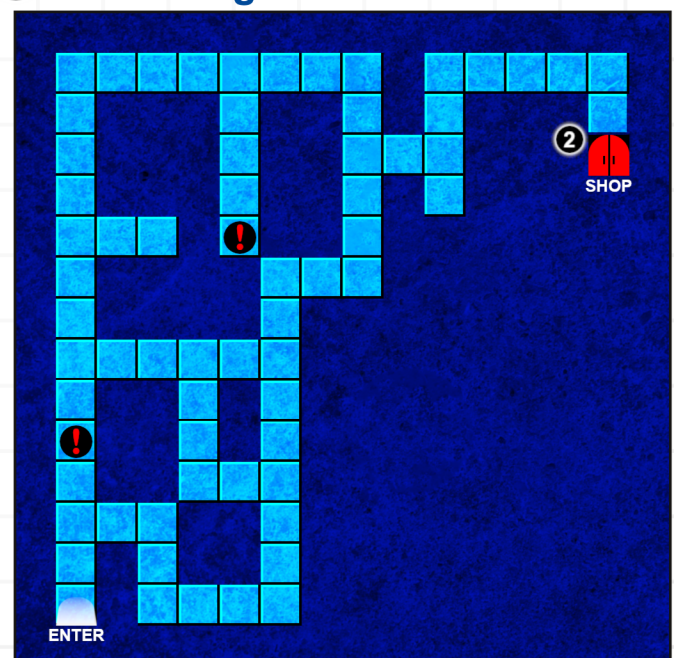
### Places of Interest

1. Drasgow Warehouse
2. Shop in the Warehouse

Don't hesitate to interact with the few townspeople present. They might provide insights that could prove valuable on your journey.

1

### Drasgow Warehouse



2

### Shop in the Warehouse

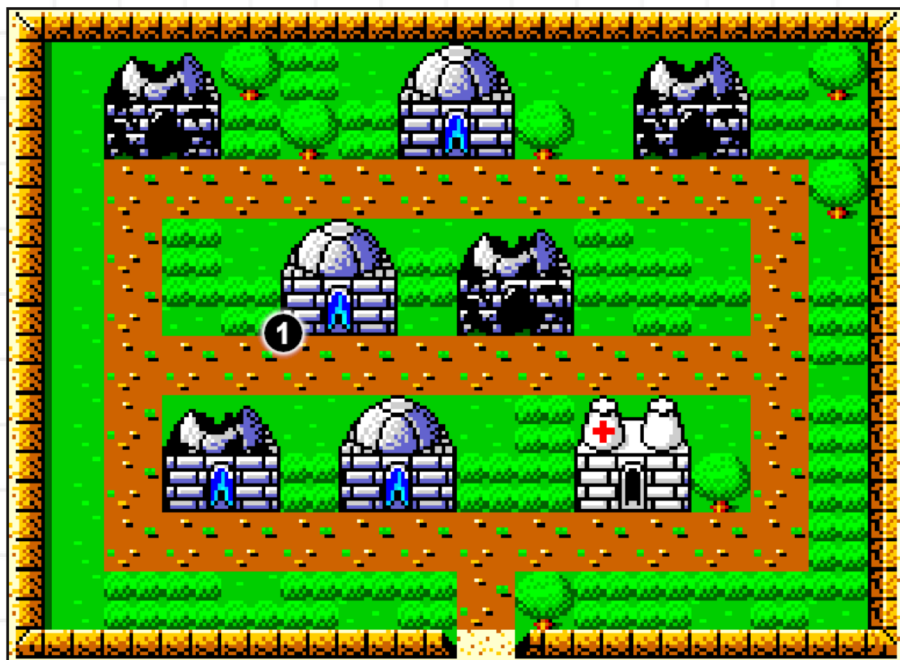
Find your way through the warehouse to locate a shop that is selling the **gas shield** for 1,000 meseta. The areas marked on the map with a **!**, are residents that have nothing of importance.





Make your way back to Gothic and fly to Uzo on Motavia. From there, head to Sophia, the city surrounded by a poison cloud. With your new **gas shield** you can walk into the poison cloud as if it's not even there, no need to equip it. Enter the city and begin your exploration.

## Sophia



## Places of Interest

1. Village Elder



1

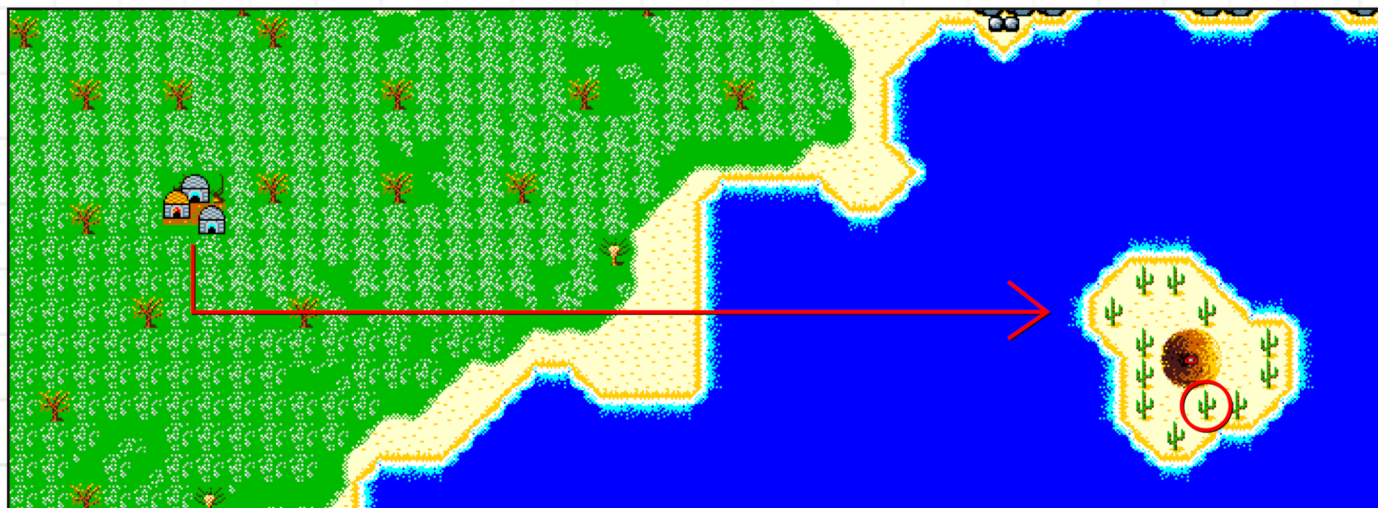


## Village Elder

The only important task for you in Sophia is to talk with their leader. It turns out that because of the poisonous cloud surrounding the city, the villagers are suffering pretty badly. The presence of this toxic cloud deters tourists from visiting Sophia, making it impossible to fund the city. The elder will ask you to donate 400 meseta; tell him "Yes." By doing so, he will share the tale of Percius and his **mirror shield**. This item is precisely what you need to defeat Medusa.

## Acquire the Mirror Shield

Exit Sophia and travel due east until you reach a large body of water. Use your **hovercraft** to reach the small island in the middle of the Motavian Sea. Stand on the spot marked on the island and use the search function to find the **mirror shield**, then have Odin equip it.





With the **mirror shield** equipped, proceed west to Sopia. Visit the doctor there to heal your party. Then, head directly south across the sea until you reach land. A little further south, you'll come across Tajima's Cave, the place of seclusion for Noah's teacher. While navigating this cave, ensure that Noah refrains from using magic until the encounter with Tajima Tarzimal.

The maze map features the following elements:

- Numbered Start Points:** Eight circular icons containing numbers 8 through 13 are placed at specific locations on the map.
- Obstacles:** The map contains yellow rectangular walls forming a complex path. A red skull icon labeled "BOSS" is positioned near the top center. A red cube is located on the right side. A square with orange diagonal stripes is situated in the lower-left area. A staircase icon labeled "B" is located in the bottom-right quadrant.
- Treasure Chests:** Several brown treasure chest icons are scattered throughout the maze, some near the start points.

- ❶ Cola
- ❷ Woodcane
- ❸ White Mantle
- ❹ 3,000 MST
- ❺ Burger
- ❻ Flash
- ❼ Empty
- ❽ Empty
- ❾ Empty
- ❿ 500 MST
- ⓫ Titanium Swd
- ⓬ 500 MST
- ⓭ Empty





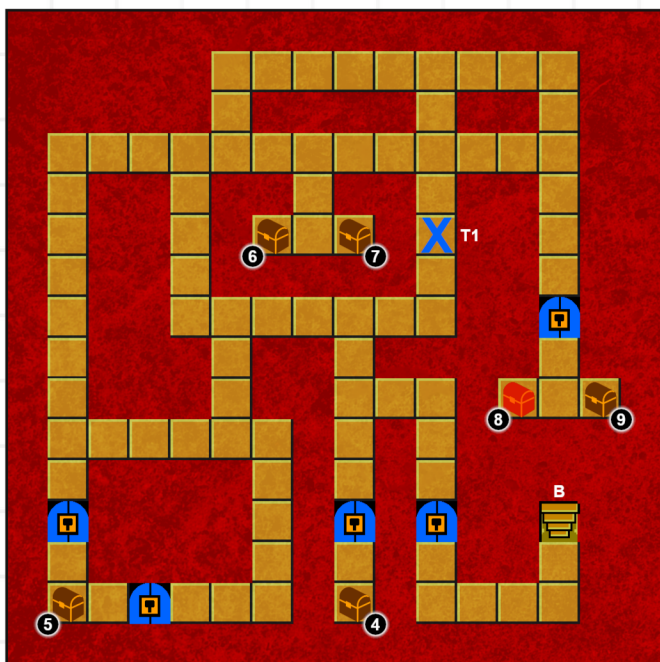
## Medusa's Tower

Welcome back to Palma. Just to the south of Gothic you'll find Medusa's Tower. Prepare yourself, for this is the largest dungeon you've encountered thus far, promising to be a significant challenge. Although the dungeon is filled with treasures, many of them may not be worth your time or energy. Your ultimate goal is to find Medusa and defeat her to obtain the coveted **laconian axe**. Be vigilant, you'll enter the tower on the ground floor, and the path may lead you to ascend or descend through the tower's levels—stay focused and avoid getting lost in the complicated passages.

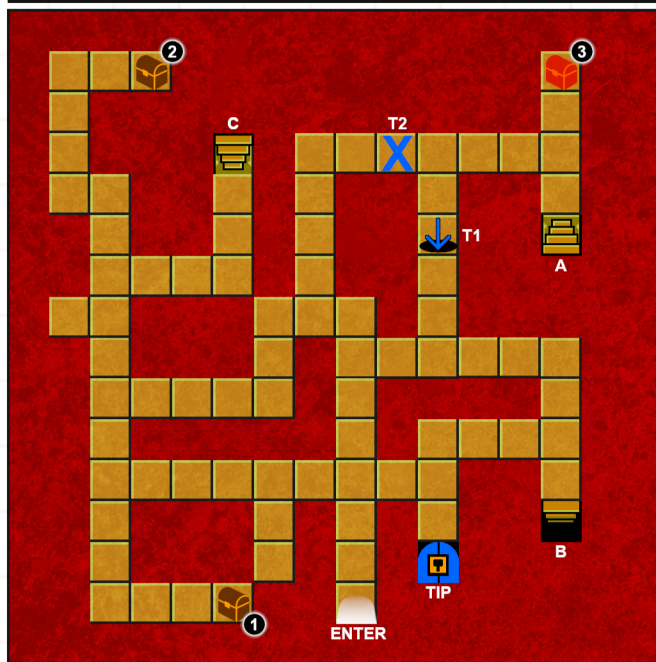
## Quickest Path to Medusa

From the Entrance/Exit → stairway A (avoid the trap) → E → F → G → H → I and then into Medusa's Lair.

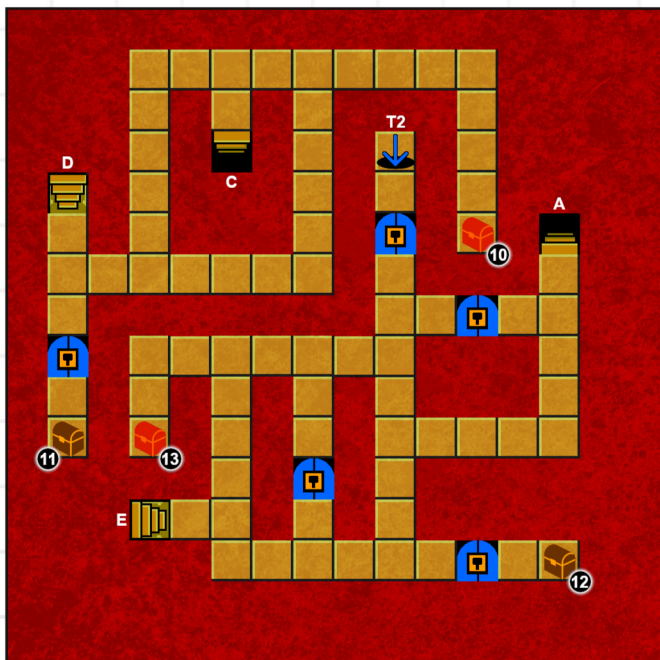
### Subfloor 1



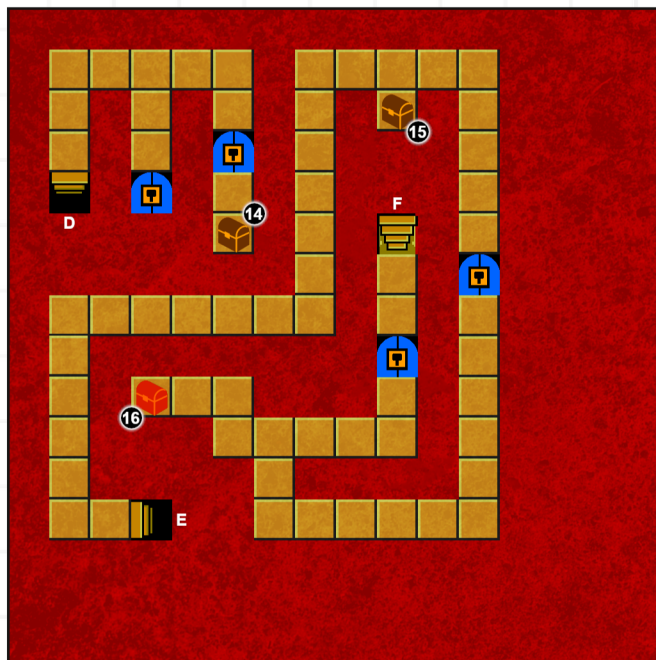
### Entrance - Floor 1



### Floor 2

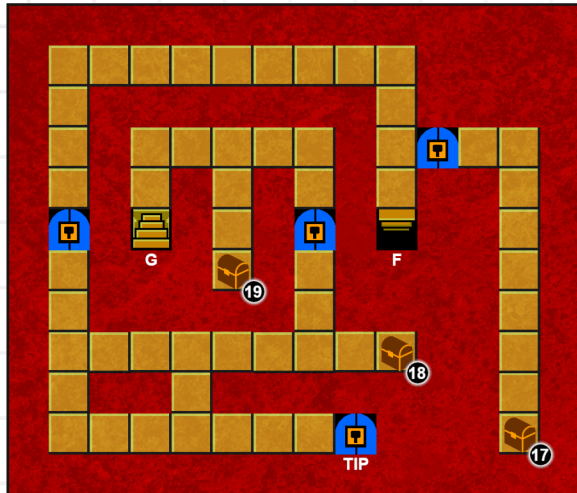


### Floor 3

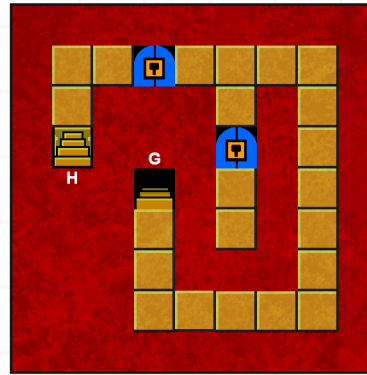




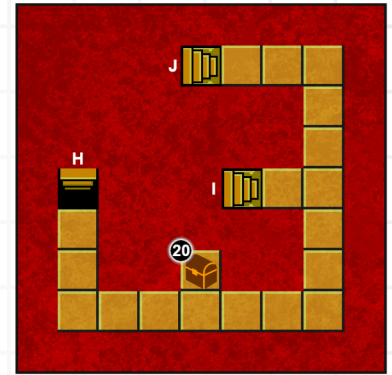
## Floor 4



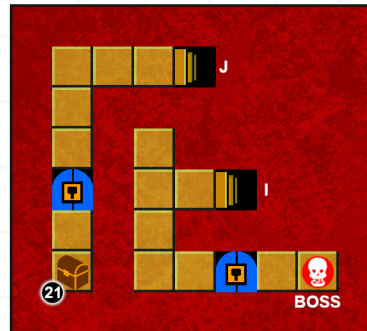
## Floor 5



## Floor 6



## Floor 7



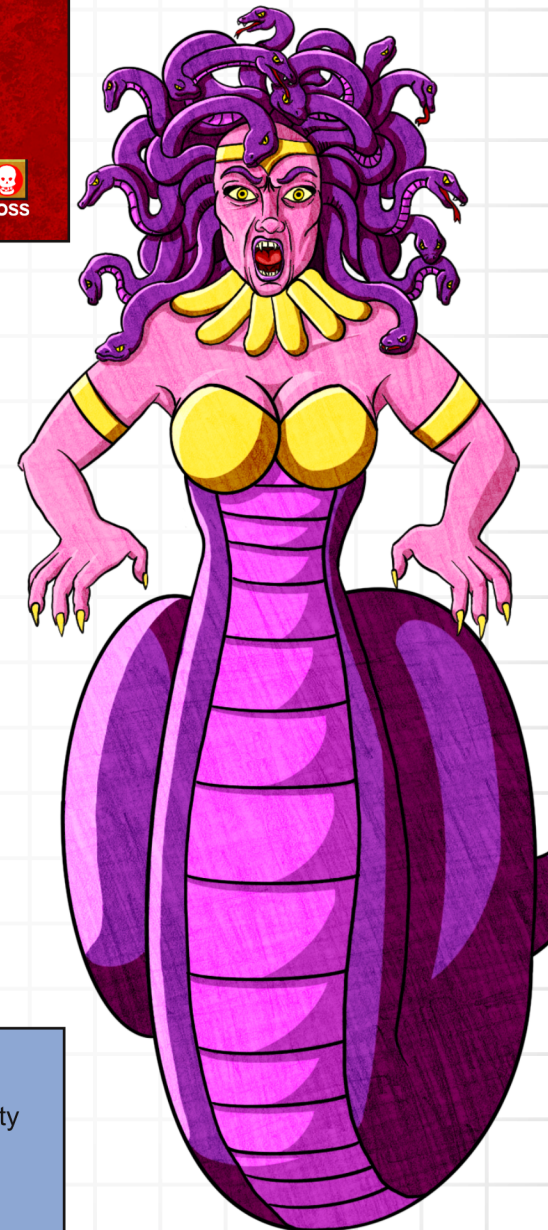
### Boss - Medusa

Congratulations on successfully navigating Medusa's Tower! Ensure that your party is fully healed. Before entering her room, make equip Odin with his best weapon if you haven't already done so. And, more importantly, double-check that the **mirror shield** is equipped. Facing Medusa without it will lead to certain defeat. Stay vigilant and prepared, and may victory be yours!

### Attack Strategy

In this battle, you'll need to face Medusa head-on. Avoid casting PROT or WALL, as any additional protection will be nullified when Medusa attacks. Have Alis use the attack command. Myau should also use attack, but switch to CURE when someone is badly injured. As for Odin, stick to the attack command throughout the battle. Finally, have Noah cast WIND.

After the battle concludes and you acquire the **laconian axe**, ensure Odin equips it, or you can re-equip your gun, depending on what you feel is best for your current situation. Utilize your **flute** to exit the tower and make your way to the island situated off the coast of Bortevo. This step will guide you toward obtaining the optimal equipment for your upcoming confrontation with Lassic.



### Treasure Info

|          |           |          |           |         |
|----------|-----------|----------|-----------|---------|
| ❶ Cola   | ❸ Escaper | ❺ 5 MST  | ❻ Empty   | ❽ Empty |
| ❷ 20 MST | ❹ Flash   | ❻ Burger | ❼ 100 MST |         |
| ❸ Empty  | ❷ Empty   | ❼ Empty  | ❽ Empty   |         |
| ❹ Burger | ❸ Burger  | ❽ 35 MST | ❹ Burger  |         |
| ❺ 10 MST | ❹ 10 MST  | ❹ 10 MST | ❷ Cola    |         |





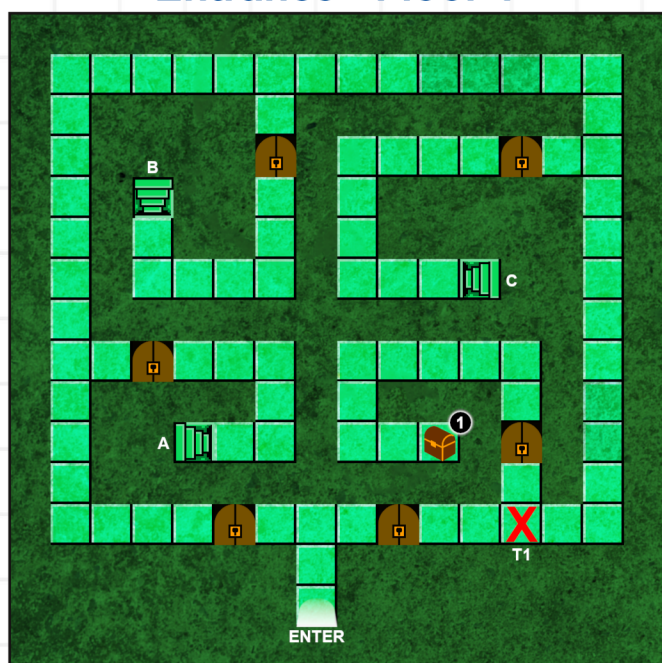
## Forgotten Tower

To reach the Forgotten Tower, you have a couple of options: you can head west from Bortevo or east from Scion Cave. Once inside the tower, you can either engage in battles and fight your way through or attempt to evade most of them. Your goal is to defeat the red dragon. Keep in mind that Alis has the ability to cast BYE to escape from most battles. However, by this point, you should possess enough strength to handle the majority of monsters you encounter with relative ease.

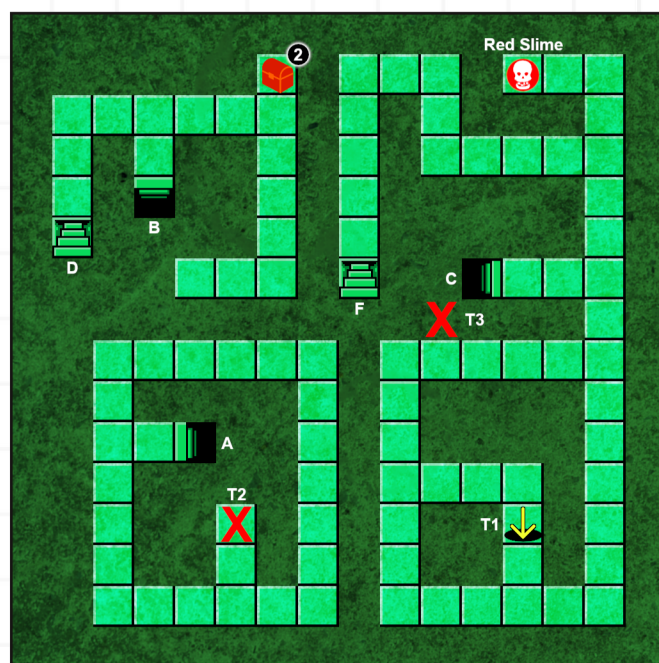
## Quickest Path to the Locanian Sword

From the Entrance/Exit → stairway C → F → G → H and then to Boss 2 the red dragon.

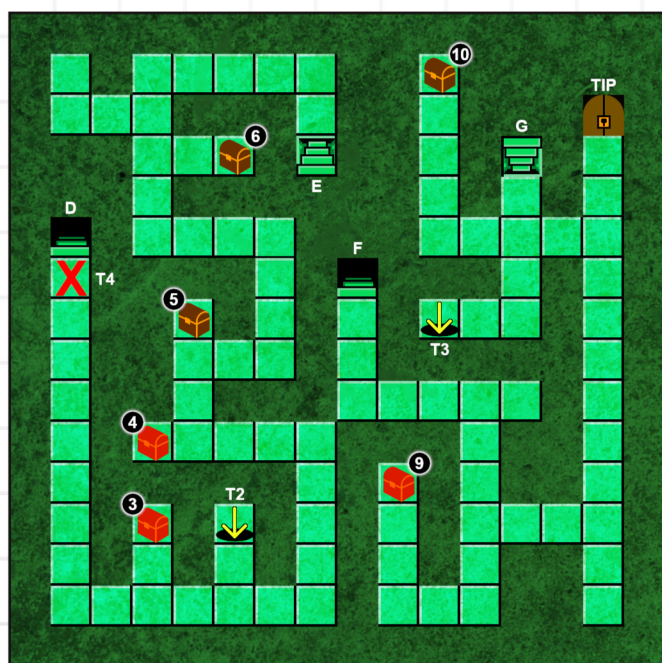
### Entrance - Floor 1



### Floor 2



### Floor 3



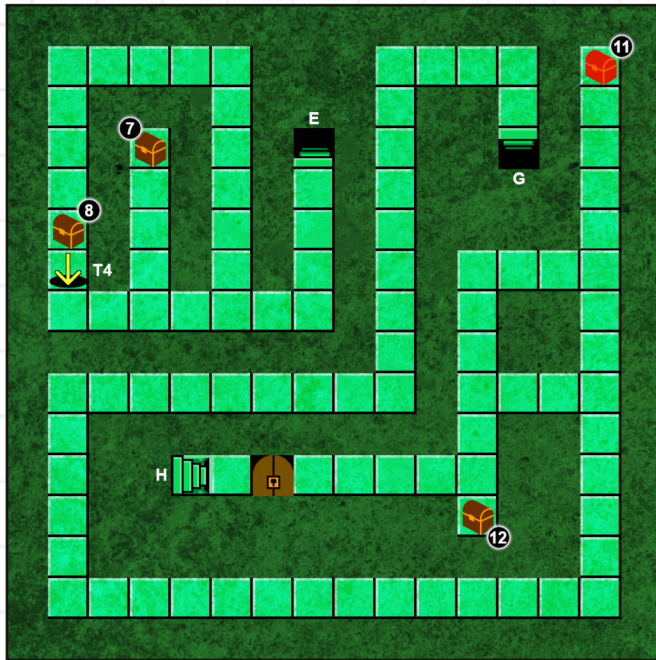
## Red Slime

When you approach this monster, it can be easily defeated with a single strike of your weapon, similar to any other red slime in the game, and its chest contains nothing of importance. You probably won't want to spend much time dealing with this battle, but if curiosity gets the best of you, feel free to go ahead and defeat the slime.

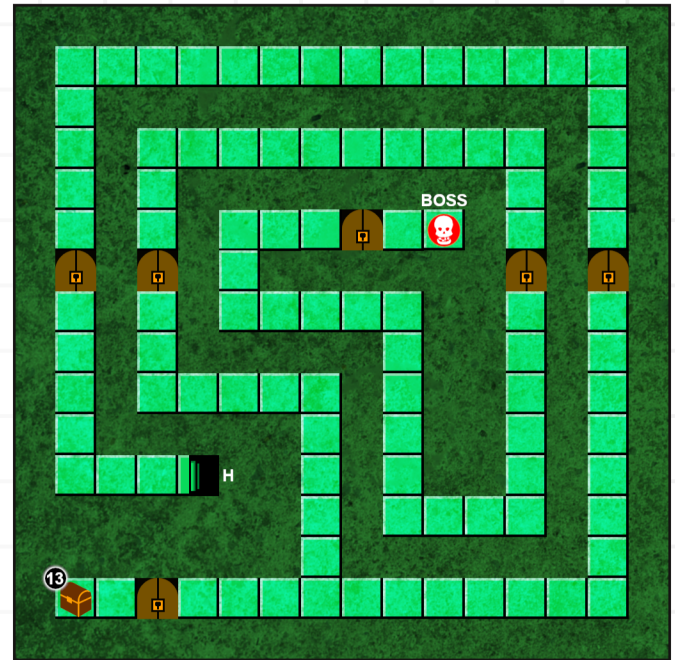




## Floor 4

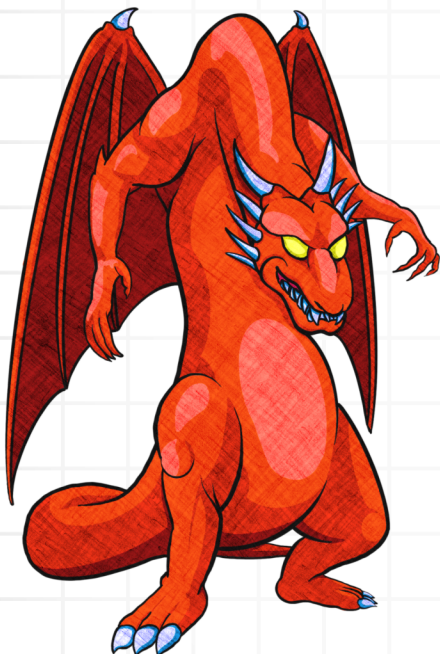
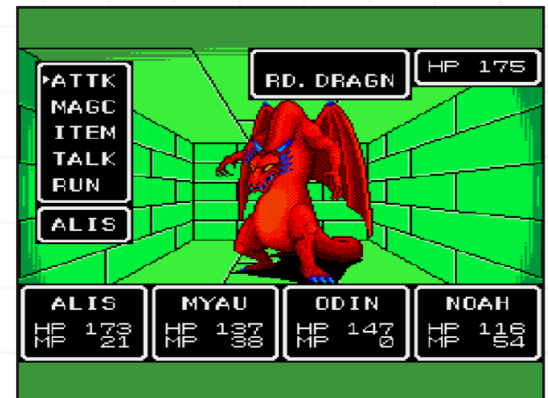


## Floor 5



### Treasure Info

- |          |           |           |           |
|----------|-----------|-----------|-----------|
| 1 20 MST | 5 Burger  | 9 Empty   | 13 Burger |
| 2 Empty  | 6 100 MST | 10 Burger |           |
| 3 1 MST  | 7 20 MST  | 11 Empty  |           |
| 4 Empty  | 8 Burger  | 12 Empty  |           |



### Boss - Red Dragon

This is your second encounter with the red dragon as a boss, but the reward this time around is much sweeter. This dragon is the guardian of the legendary **laconian sword**. Defeat it, and you can claim its priceless treasure.

### Attack Strategy

The strategy for this boss is similar to your first encounter with a red dragon, but this time your team is much more powerful. Have Alis attack with her sword whenever she gets a chance. If you'd like, you can have Myau cast WALL to protect your team, but it is not fully necessary this time around. If you choose not to cast WALL, have Myau use a regular attack. Odin should also use a regular attack, and Noah should always cast WIND.

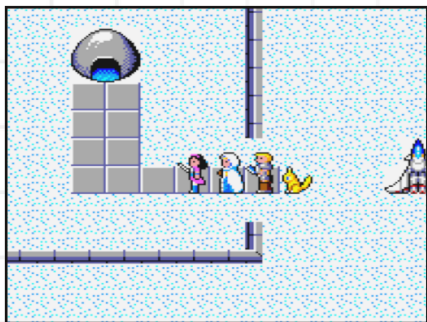
With the **laconian sword** in your possession, equip it to Alis.

### ~ ~ Pro-Tip ~ ~

- ◆ Feel free to visit a Second-Hand shop before moving on and get rid of all the old equipment and items that you no longer need.



# Quest 7 - Quest for the Laconian Armor



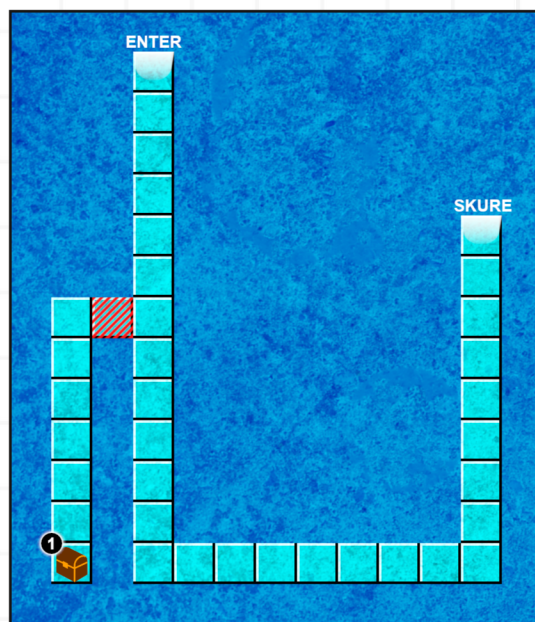
You and your team are now prepared to embark on a journey to the furthest planet in the Algo System. To reach your destination, make your way to Gothic and board your spacecraft. When **Hapsby** inquires about your desired location, respond that you're heading to Skure. Be aware that Skure is a rather treacherous place to visit. It's replete with peril, hosting deadly monsters, cold caves, and untrustworthy natives. The mountainous landscape and wavering weather make traversing this planet impossible without utilizing the system of caves and tunnels. Upon landing your spacecraft, immediately enter the cave within sight, as it will lead you directly to the town of Skure.

## Skure Passage

For the most part, you shouldn't encounter any significant issues in this short cave; the monsters here are rather mild. Your main concern will be the Evilhead. If you find yourself low on meseta, dedicate some time to battling them. Your laconian blades will dispatch them swiftly and earn you a decent amount of currency. You'll notice that the Evilhead bear a resemblance to the regular natives, but there's no need to attempt communication as they don't share the same language. Using TELE or Sphere on them should allow you to communicate with them.

### Treasure Info

① 500 Meseta



## Skure



## Places of Interest

1. Entrance/Exit
2. Armory
3. First Food Shop
4. Second-Hand Shop

As you set foot into Skure, you'll immediately sense its distinctiveness from the rest of the planet. Unlike most parts of Dezoris, this area serves as a haven for non-natives. Interestingly, all of Skure's residents are aliens to this planet. While in this unique town, be sure to seize the opportunity to explore and engage with its citizens. Conversations with them can yield valuable insights and information for your journey.





2

## Armory

|           |      |
|-----------|------|
| Wand      | 1200 |
| Laser Gun | 4120 |
| Glove     | 3300 |

3

## First Food Shop

|        |    |
|--------|----|
| Cola   | 10 |
| Burger | 40 |

4

## Second-Hand Shop

|           |    |
|-----------|----|
| Flash     | 20 |
| Magic Hat | 20 |
| Sphere    | 30 |

## ~ ~ Pro-Tips ~ ~

- ♦ The Armory offers essential equipment for your party, including the **laser gun**, which may appear weaker despite now possessing Odin's strongest weapon. However, equipping the **laser gun** allows Odin to attack once per enemy on screen, similar to previous guns. This proves particularly advantageous when facing hordes of enemies, enabling you to dispatch monsters swiftly. Consider purchasing and keeping the Laser Gun equipped, except when facing a boss, for which you may want to make appropriate adjustments.
- ♦ Purchase a **wand** for Noah.
- ♦ Purchase a **glove** and equip it to Mayu.
- ♦ Before moving on make sure you have about 12,000 MST as you will need that much for your next purchase. If need be, go back to Palma to fight Fishman again.



## Dezorian Cave 1

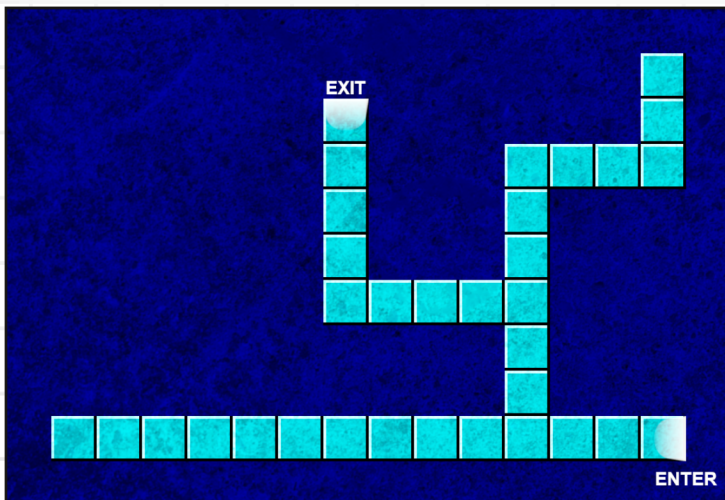
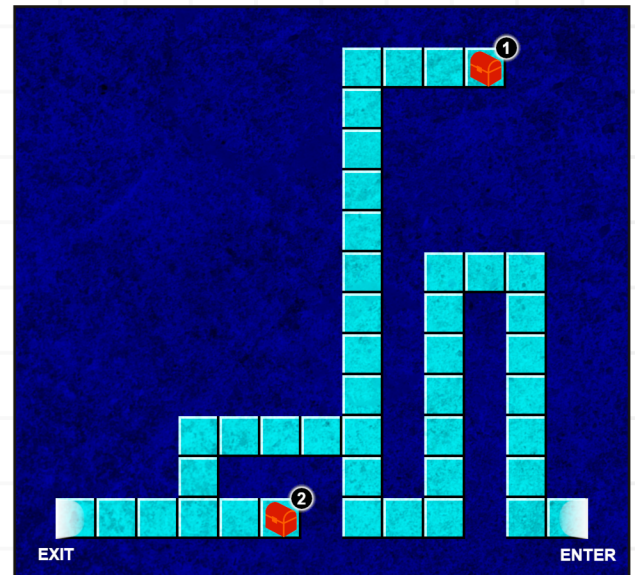
From here on out, make sure to consult the world map at the front of this guide to navigate through the various caves. Without this map, it's easy to get lost in the multitude of caves scattered across the planet. While many of these paths might not hold significant treasure, it's still worth checking each map to see if any chests contain valuable items.

Dezorian Cave 1 is located just a short distance from where you landed the **Luveno**. Head southeast through the snow, and you will quickly find it. Just head to the exit.

### Treasure Info

① Empty

② 100 Meseta



## Dezorian Cave 2

After exiting the first cave, you'll encounter the next passage you need to take, Dezorian Cave 2. There is very little to explore and nothing of significance to note. Proceed swiftly into Cave 2 and make your way through without delay.





## Dezorian Cave 3

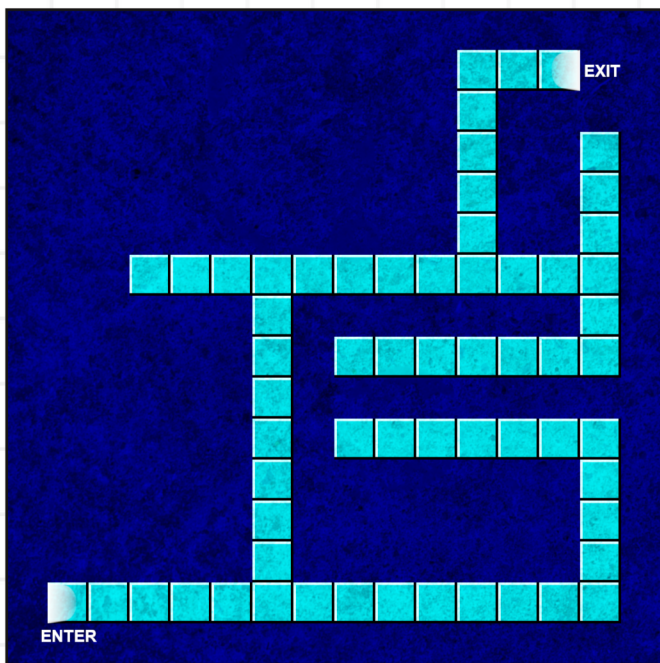
Upon emerging from Dezorian Cave 2, venture a short distance to the north, where you'll come across another cave. Enter this third cave to continue your expedition on this frozen planet.

### Treasure Info

1 500 Meseta

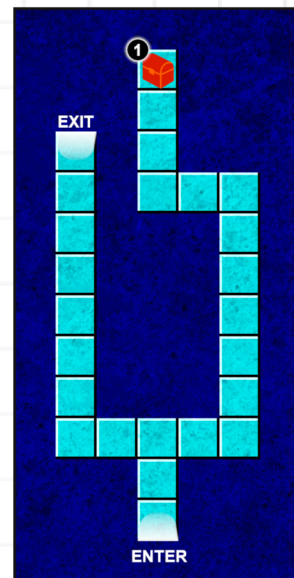
### ~ ~ Pro-Tip ~ ~

- ◆ This cave is teeming with white dragons. It's advisable to have Odin equip his **laconian axe** before entering. However, if you intend to make a swift dash for the exit, you'll likely encounter only one or two of these dragons, at most. Don't forget to switch back to the **laser gun** after exiting the cave.

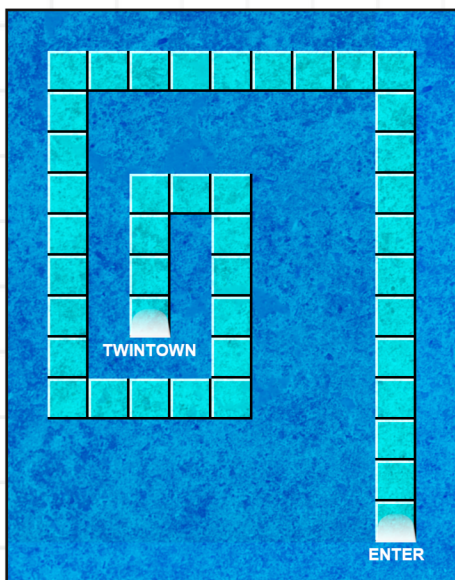


## Dezorian Cave 4

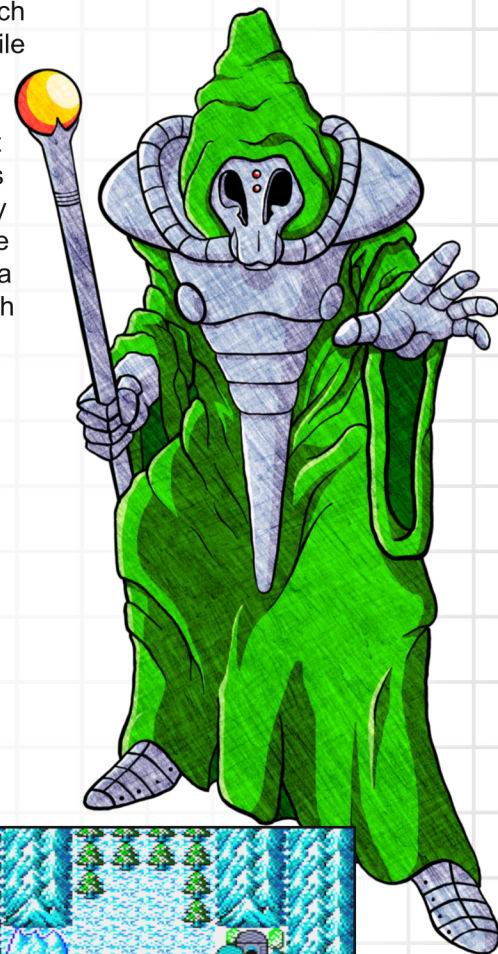
To locate Dezorian Cave 4, continue your journey to the east from the third cave, and stay on the path as you make your way forward. Soon enough, you will reach your destination. While exploring, you'll notice a rise in encounters with stronger and more difficult monsters. However, there's no need to be overly concerned; just be aware that you'll have to keep a closer eye on your health as you move ahead.



## Twintown Passage



The place you're headed to beckons temptingly near, as the city's entrance permeates a reassuring warmth that nearly grazes your chilled skin. Reaching Twintown demands that you guide yourself through a final passage. It is a winding yet straight-forward path from the entrance. Maintain your course, and sooner than you might expect, Twintown will extend its warm embrace to welcome you, though the question remains: will its residents do the same?





## Twintown

Something is off about the people who live in this village. The Dezorians in the west don't seem to get along with those living in the east. Each side claims the other is nothing but liars. If you spend a little bit of time with them, you may be able to learn which group of Dezorians is the most trustworthy. You may also notice the Dezorians on the west side of the village have a rather thick accent. Pay attention to that, as it may save you some time later on.

### Places of Interest

1. Twintown Passage
2. Second-Hand Shop 1
3. Second-Hand Shop 2
4. Hospital

|          |                           |       |
|----------|---------------------------|-------|
| <b>2</b> | <b>Second-Hand Shop 1</b> |       |
|          | Ice Digger                | 12000 |

|          |                           |    |
|----------|---------------------------|----|
| <b>3</b> | <b>Second-Hand Shop 2</b> |    |
|          | Flash                     | 20 |
|          | Escaper                   | 10 |
|          | Transer                   | 48 |

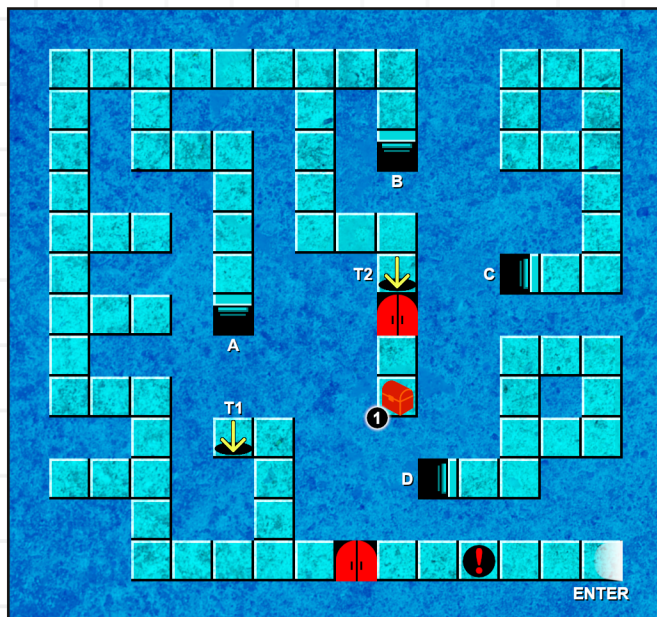


The main reason you traveled to Twintown was to purchase an **ice digger**. This is not an optional item and must be acquired at the Second-Hand shop as listed above. It's pricey, but you have no choice. Before you venture back out be sure to heal your party.

## Guaron Morgue

Now that your party is ready, you'll need to do some backtracking. Check the Dezoris map and travel to the Guaron Morgue; it's in the northernmost region of Dezoris.

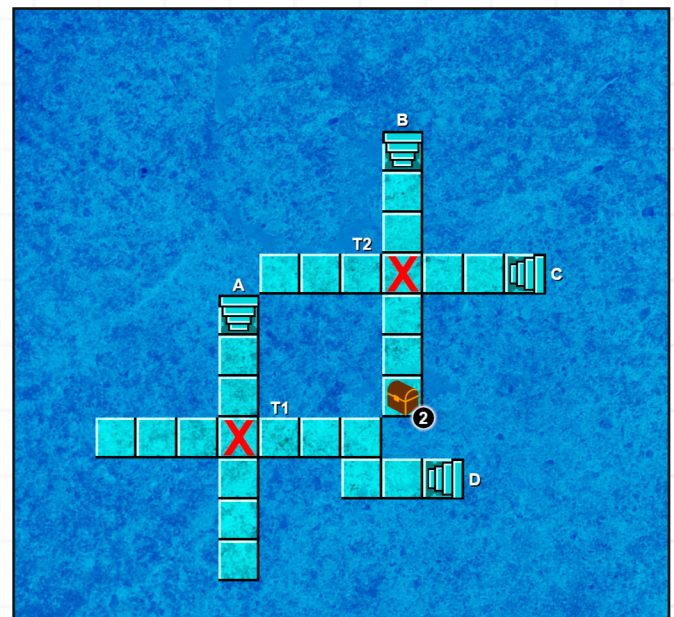
### Entrance - Floor 1



### Treasure Info

- ① Laconian Armor    ② Burger

### Subfloor 1

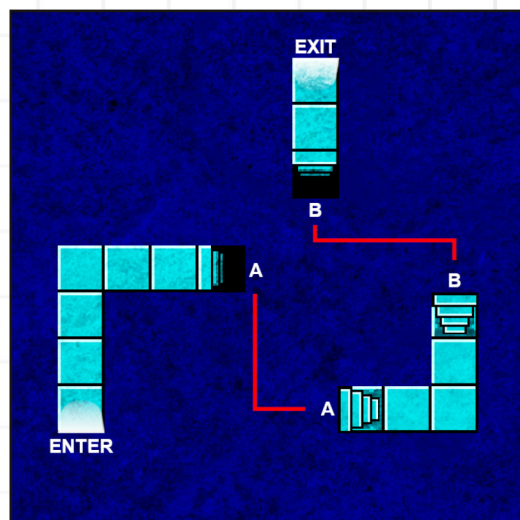


Make your way through the morgue to find the **laconian armor** and quip it to Odin. You now possess all the most powerful weapon and armor sets that he will need. Use your flute to exit out of the morgue and head to Cave 5 to the south of here.



## Dezorian Cave 5

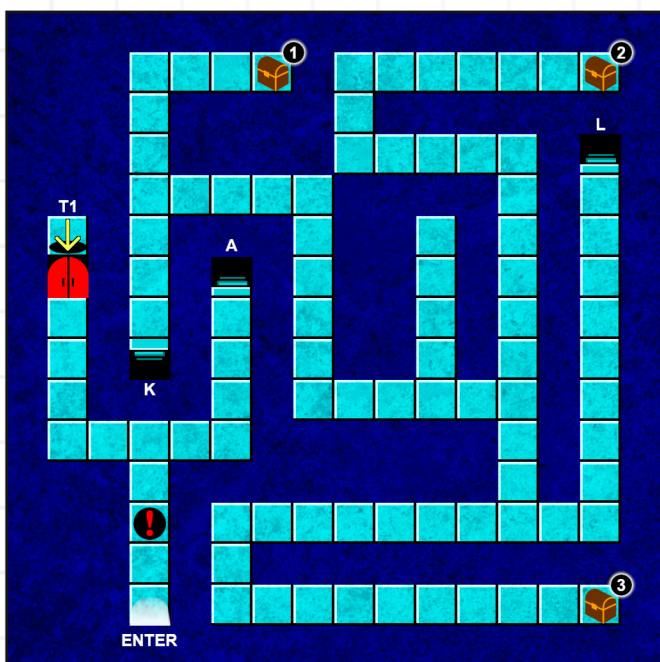
This is a straightforward path through the cave; in a matter of moments, you'll emerge on the other side of the mountain. As you exit Dezorian Cave 5, your next destination awaits: Dezorian Cave 6, where the prized **laconian shield** rests. To reach it, after exiting Cave 5, head westward. The cave you seek is nestled in the corner of this serene clearing, ready to reveal its secrets to you.



## Dezorian Cave 6

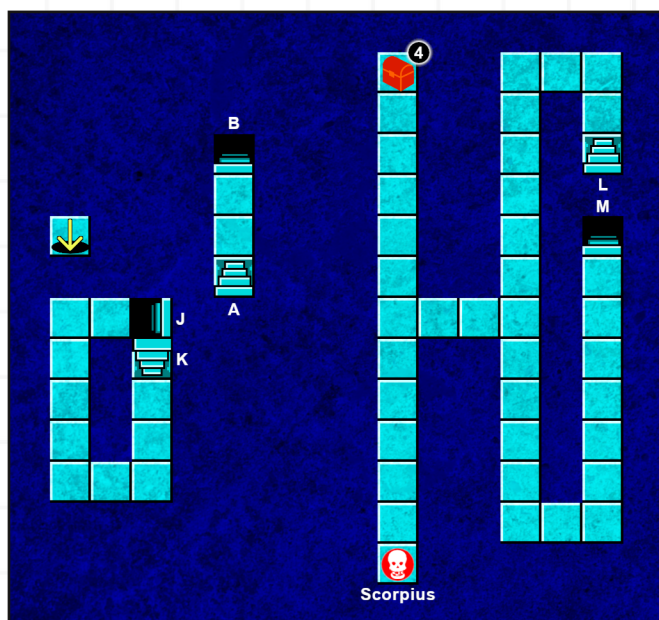
Feel free to spend time in this cave if you'd like, but if you want the quickest path to the **laconian shield** use this path: Entrance/Exit → A → B → C → E → F → G → H → I → J → K → L → M → N → O → P

### Entrance - Floor 1

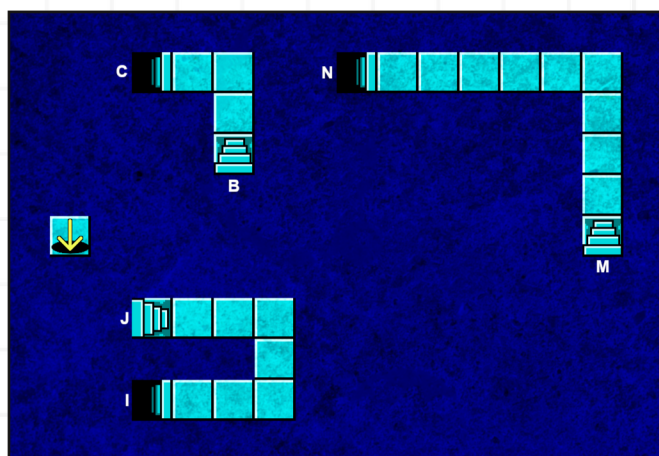


⚠ When you converse with the Dezorian at the entrance, he offers you a tip, but the question is: can you trust him? If you managed to discern which Dezorians were reliable in Twintown, you should be able to tell if he is telling the truth or not. Unfortunately, he hails from the untrustworthy side of town. Following his advice will lead you straight into a trap. Exercise caution to avoid being ensnared in his deceitful plot.

### Subfloor 1



### Subfloor 2

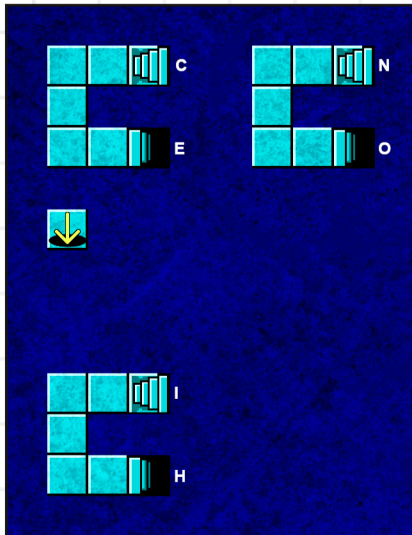


### Treasure Info

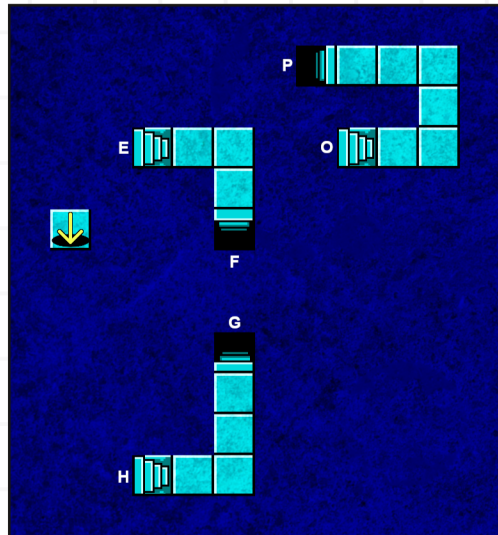
- |             |               |                 |
|-------------|---------------|-----------------|
| ① 50 MST    | ③ Ceramic Sld | ⑤ Laconian Sld. |
| ② Magic Hat | ④ Empty       | ⑥ Empty         |



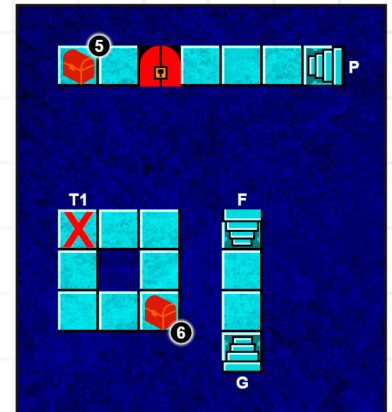
## Subfloor 3



## Subfloor 4



## Subfloor 5



Equip the **laconian shield** to Alis, and swiftly exit the dungeon using your flute. Take a brief moment to evaluate your party's condition, and if required, administer healing or head back to town to heal them. It's prudent to ensure your party is in peak condition before continuing.

## Quest 8 - Trifecta of Artifacts

After enduring the bitter cold of Dezoris, Alis and her party are eager to return to a warmer climate. However, you are not quite ready to leave Dezoris just yet; there are still a few more items to be gathered.



### Get the Eclipse Torch

Make your way to Corona Tower and reach its top floor, where you'll encounter a helpful Dezorian willing to trade your **amber eye** for the **eclipse torch**. This **torch** is essential as it's your only means of generating enough heat to warm a laerma tree, enabling you to harvest its magical **nuts**.



### Find the Aero Prism

The **aero prism** is a crystal with the remarkable ability to unveil hidden secrets in plain sight. It holds significant importance for your upcoming quest. However, legend has it that it lies buried beneath miles of ice. It's fortunate that you obtained an **ice digger** – you just might need it to locate the crystal.



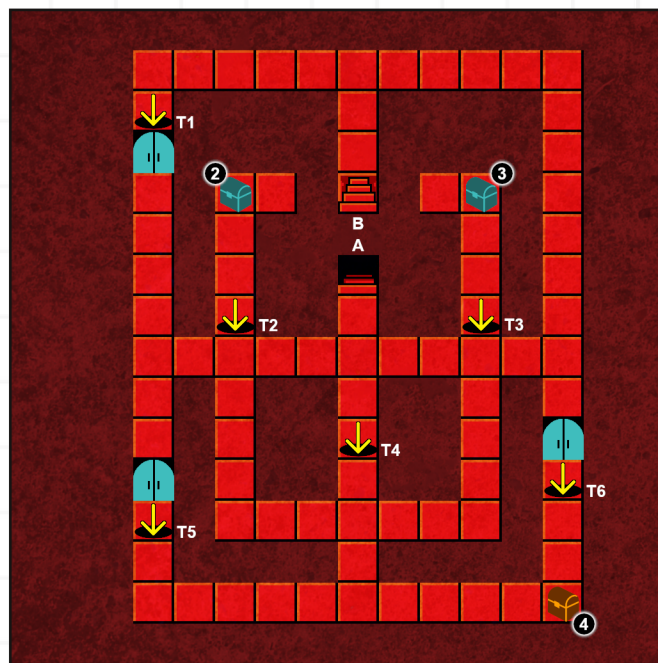
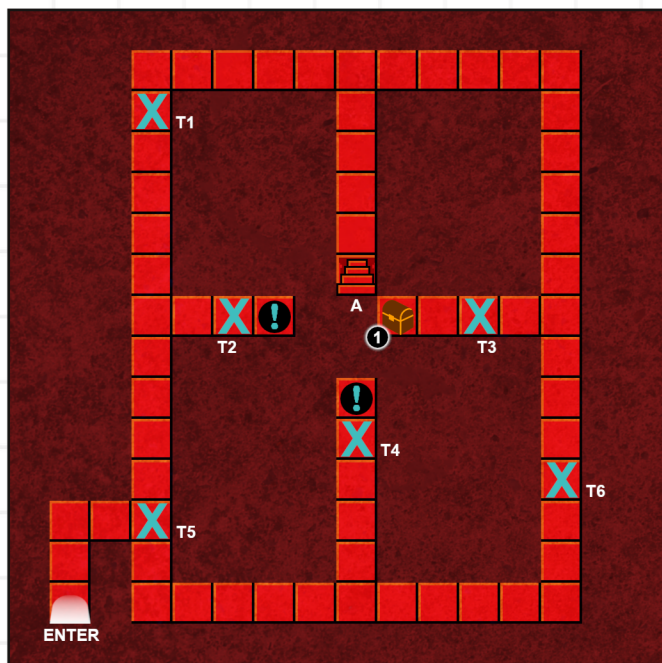
### Harvest a Laerma Nut

The laerma trees are a unique species that thrive solely on the Altiplano Plateau of Dezoris. Its **nuts** are renowned for possessing magical properties, capable of transforming musk cats into majestic creatures with vast wingspans. However, the **laerma nuts** are sensitive to the harsh climate of Dezoris and cannot survive long after being harvested. To preserve their potency, they must be promptly placed in a **laconian pot**; otherwise, they will rapidly shrivel up and become useless.

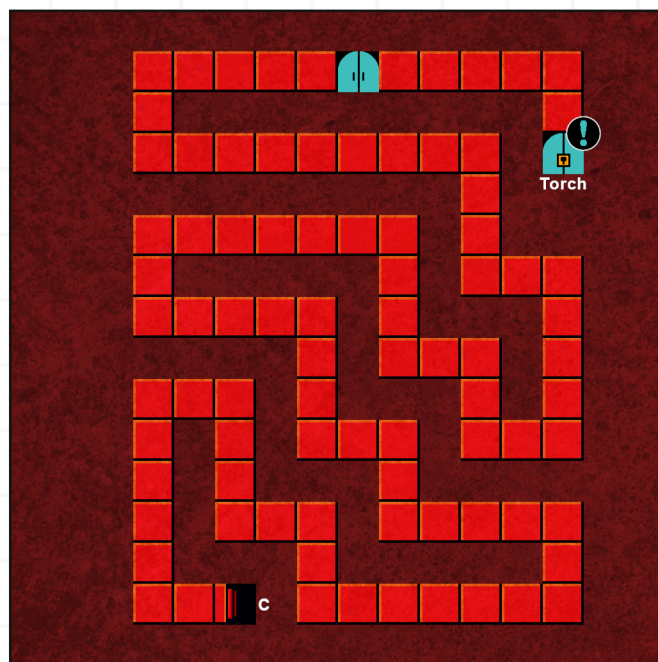
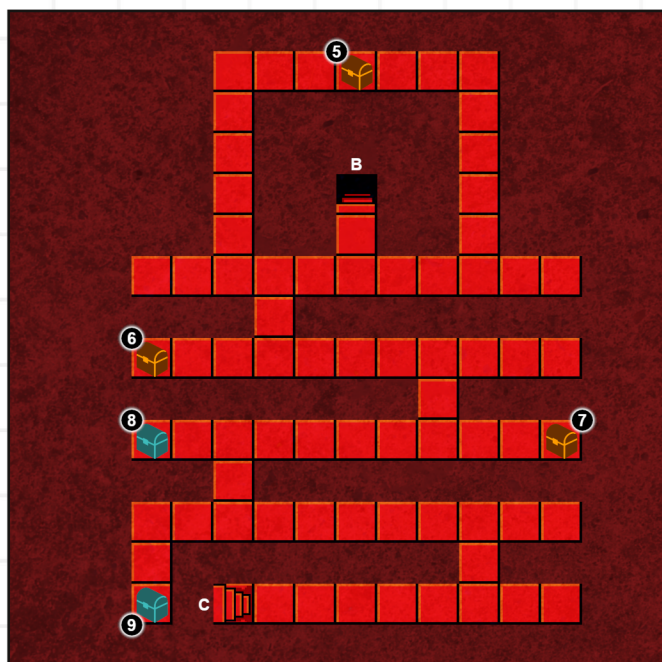


Corona Tower can be found in the northernmost region of Dezoris, relatively close to Cave 6. The map should make navigation straightforward, but remain cautious – the battles within the tower will be challenging. Make your way to the tower's summit and converse with the Dezorian at the top. He will offer a trade: your **amber eye** for the invaluable **eclipse torch**. While you're free to interact with the Dezorians on the ground level, it's not necessary for your main objective. Focus on reaching the top and securing the Eclipse Torch for your quest.

## Floor 2



## Floor 4



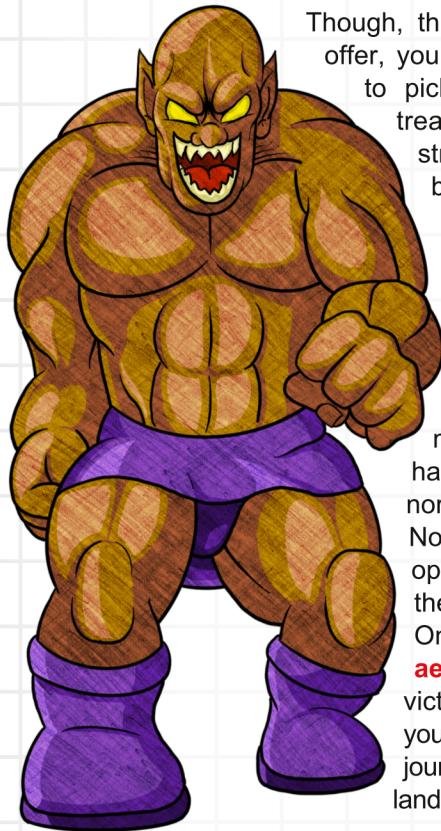
**1** Escaper      **3** 500 Meseta      **5** 20 Meseta      **7** Flash      **9** 20 Meseta  
**2** Nothing      **4** Burger      **6** Cola      **8** Empty





## Aeroprism Cave

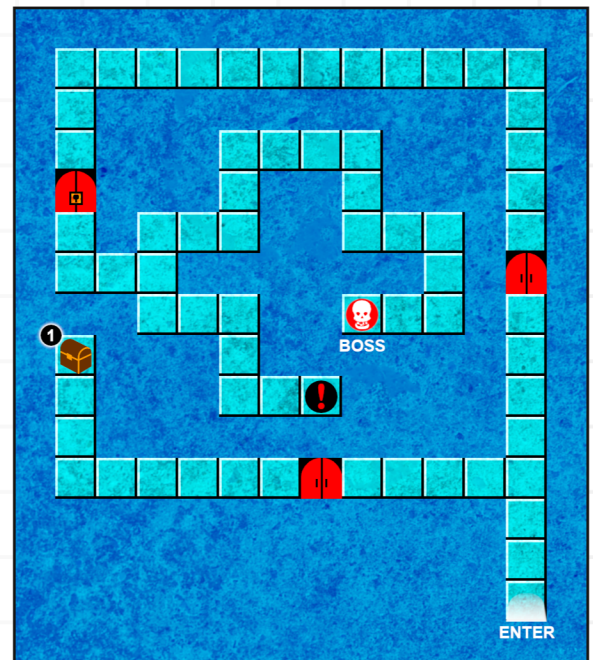
Next, make your way to the Aeroprism Cave, which is surrounded by towering mountains of ice, a result of centuries of treacherous storms. The only means to access this cave is by using your newly acquired **ice digger** to tunnel through the frozen landscape.



Though, this cave may not have much to offer, you cannot skip it. You can choose to pick up the magic hat from the treasure chest if you wish, or head straight to confront the boss. Just be sure to equip Odin's laconian axe before you engage. There is a chance of facing two titans instead of just one.

### Boss - Titan

This titan is no different from any of the other titans you may encounter. To defeat him, have all your characters use their normal attacks, and make sure Noah casts WIND at every opportunity he gets. By doing so, the titan will be swiftly defeated. Once you emerge victorious, the **aeroprism** will be your spoils of victory. Exit the cave, and then use your ice digger to carry on with your journey, tunneling through the frozen landscape as you advance.



### Treasure Info

① Magic Hat

! The woman in this cave provides crucial information. She discloses, "Raise the **aeroprism** towards the heavens—you should then be able to see Dark Castle." The possession of this item is paramount; without it, your quest to restore peace will remain incomplete. Soon, you will journey to Baya Malay on Palma. As you battle through the perilous tower, having the **aeroprism** becomes essential for your hopes of discovering the castle where Lassic rules from on high.



## Altiplano Plateau



After leaving the Aero Prism Cave, dig back through the ice and proceed to the other side of Dezorian Cave 3. This will lead you to the area nestled between Cave 3 and Cave 2. Head west until you reach a dead end, then use your **ice digger** to bore through the southern wall, granting you access to the Altiplano Plateau.

On the plateau, you will find a lone laerma tree capable of growing the precious **nuts** you seek. Approach the tree and use your **eclipse torch** on it. As you raise the torch toward the sky, the snow covering the tree swiftly melts away, unveiling the **laerma nut**. Alis will automatically harvest one of them and place it safely into the Laconian pot for future use.



## Quest 9 - Journey Through Baya Malay

You are nearing the end of your adventure. Now that you possess all you need from Dezoris, make your way back to Camineet on Palma. First, visit Suelo and have her heal your party. Afterward, go to the church, so you can set a waypoint to fast travel back to this town using FLY.

### ~ ~ Pro-Tips ~ ~

- ♦ You cannot go any further until Noah reaches level 17, so he can learn OPEN. If you still need to gain a few levels spend some time at the beach near Camineet and fight Fishman.
- ♦ Next you will want to take a quick inventory of all your equipment, if you are missing any items use the glossary in the back of the book to find the item(s) you may still need:

**Alis** - Laconian Sword, Diamond Armor, and Laconian Shield.

**Mayu** - Silver Fang, Thick Fur, and Glove.

**Odin** - Laconian Axe, Laser Gun, Laconian Armor, and Mirror Shield.

**Noah** - Wand, Frayed Mantle, and Laser Shield.

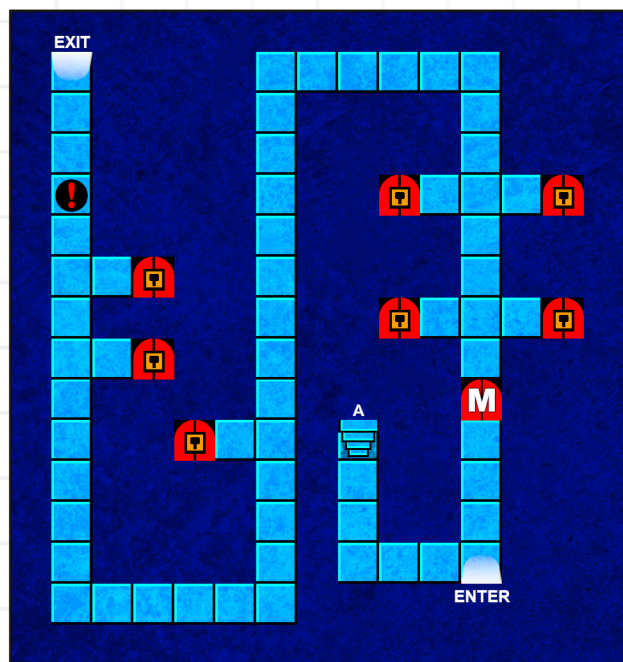
- ♦ If you so choose you can even stock up on burgers right now, but you will have a chance to do that later.



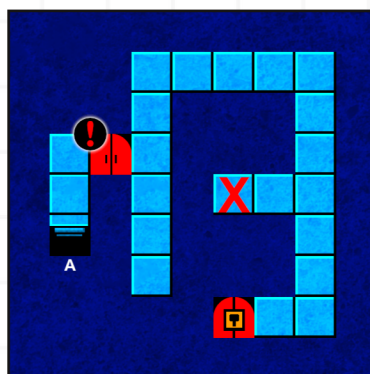
### Baya Malay Prison

When your party is ready, travel northeast of Camineet, and you'll come across Baya Malay Prison. Upon entering, you will encounter a door adorned with two demon faces. This door is magically sealed and can only be opened by casting Noah's OPEN spell, or a special key. As you explore the corridors, you'll notice that there are no enemies to fight, so feel at ease to thoroughly explore. The only minor challenge you'll face is dealing with the prisonguard stationed at the far end of the hallway near the exit.

#### Entrance - Floor 1



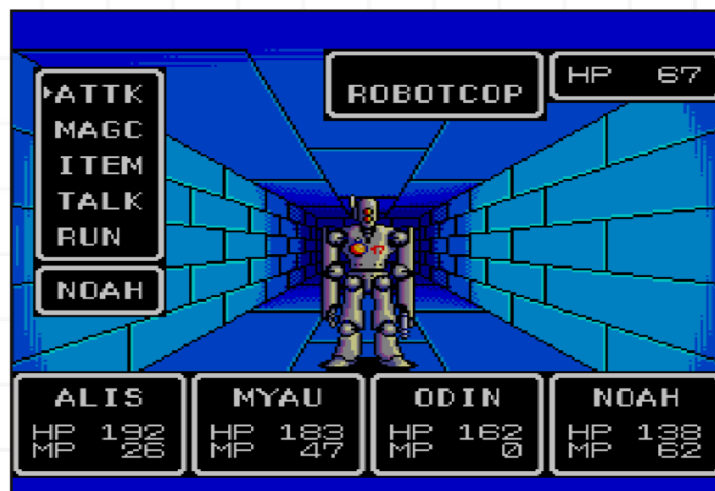
#### Floor 2



The door marked with  on this map will only appear if you look directly at it. When you come down the hallway, stand in front of it, and it will reveal itself.

### Prison Guard

When he inquires about your **Roadpass**, respond with "No" to initiate a battle. If you answer "Yes", he will detect that your pass is a counterfeit, causing him to escort you to the second-floor cell (marked with an X).



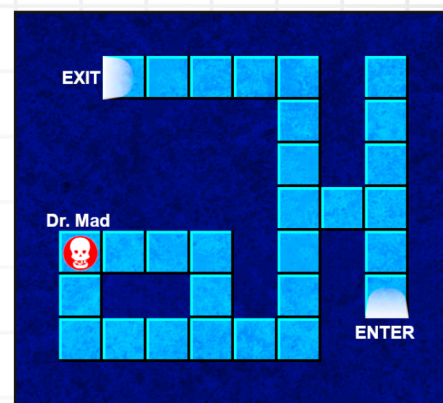




## Baya Malay Cave

After leaving the prison, go northeast to find Baya Malay Cave. Most of the enemies here are easy to dispatch. However, be cautious, as Dr. Mad is lurking around these catacombs. The last time you battled him, you'll remember that he was not an easy opponent. But if you fight him now,

you'll find that your strength has outgrown his, and you'll have no problem taking him down. Nevertheless, there is no reason to waste any time or energy on him. It's best to not engage in unnecessary battles.



Exit the cave, and you'll come across more of that hazardous brown sludge. Keep in mind to navigate it safely, you'll need to use your hovercraft. As you venture into Baya Malay, you must be sure that you have ample energy.

This marks the initial of at least two journeys you'll need to make through the tower. During your first trip, your main objectives are to locate the miracle key, capable of unlocking any door, even those sealed by magic. Additionally, you must find Damor the Soothsayer, who possesses a crystal with the power to evoke fear in the most sinister individuals. This crystal plays a vital role in your ability to defeat Lassic.

As a Soothsayer, Damor possesses the skill to read people's thoughts, requiring you to be entirely truthful when in his presence.





## Baya Malay

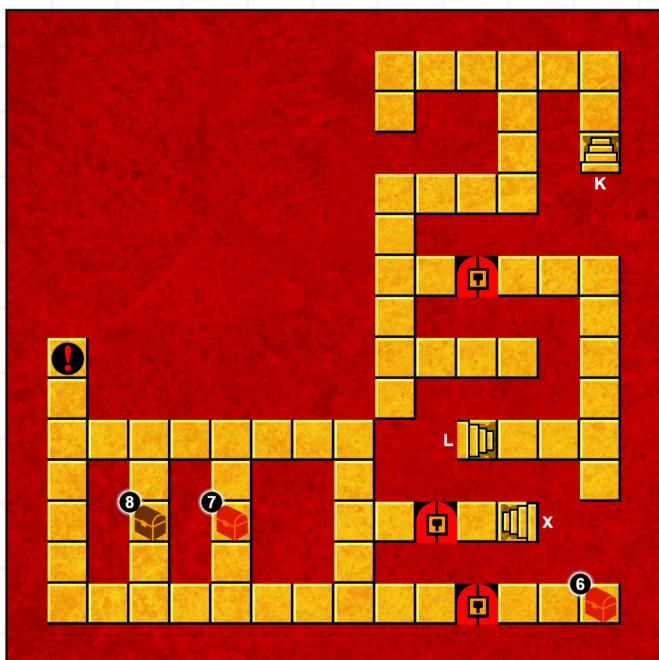
Baya Malay is infested with dangerous enemies, be cautious if you decide to engage. It's wiser to avoid most battles and focus on running away while you are inside the tower. Should you wish to explore Baya Malay, proceed with caution and adhere to the instructions provided for safe entry and exit. Your first objective is to locate the **crystal** and then to acquire the **miracle key**. Follow this route for the fastest path: **Entrance** → **A** → **B** → **C** → **D** → **Damor**. Then answer his question in this order, **Yes** → **Yes** → **Yes** → **No** → **No**. Now that you have the **crystal**, use your flute to return to the entrance, and then re-enter the tower to find the **miracle key**: **Entrance** → **E** → **F** → **G** → **Chest 13**. Blow your **flute** again to exit then cast **FLY** to return to Camineet. Heal your party and sell all useless items, buy a **transer**, then purchase **burgers** until your inventory is full.

Now, make your way back to Baya Malay and follow this path to reach the top of the tower:

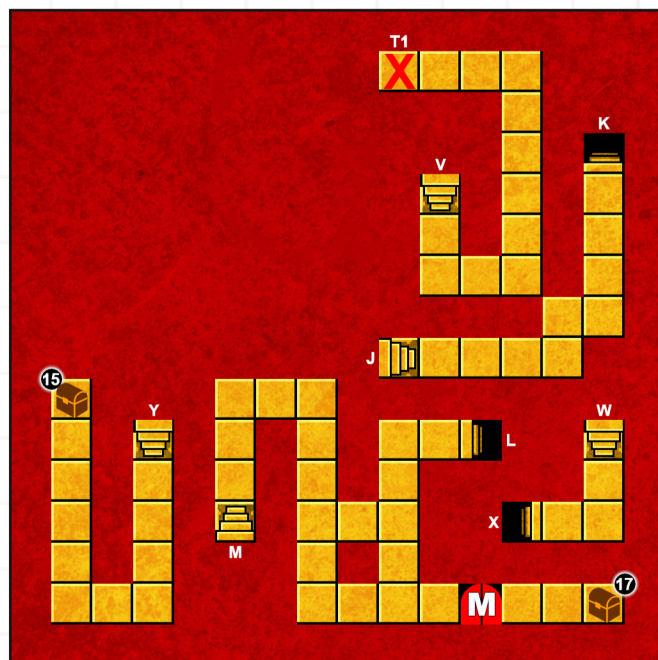
**Entrance** → **E** → **F** → **G** → **H** → **I** → **J** → **K** → **L** → **M** → **N** → **O** → **P** → **Q** → **R** → **EXIT**.

Before proceeding through the exit door, double-check your equipment, and remember to save your game.

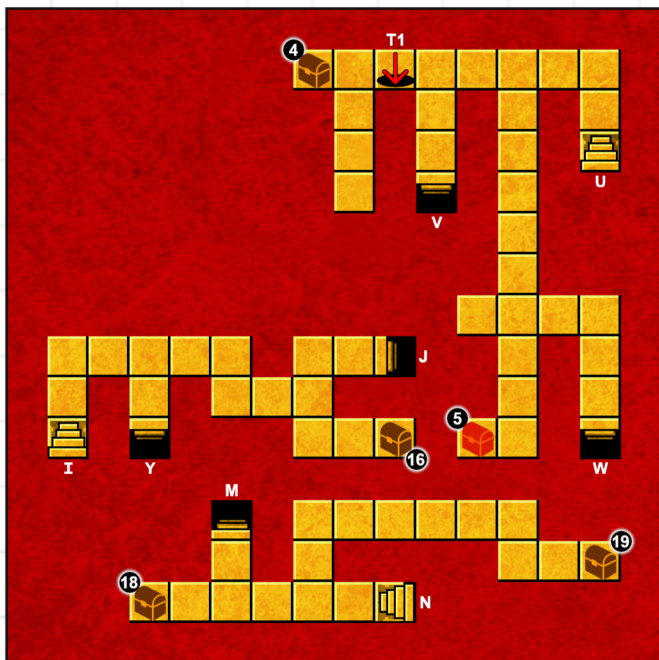
### Subfloor 3



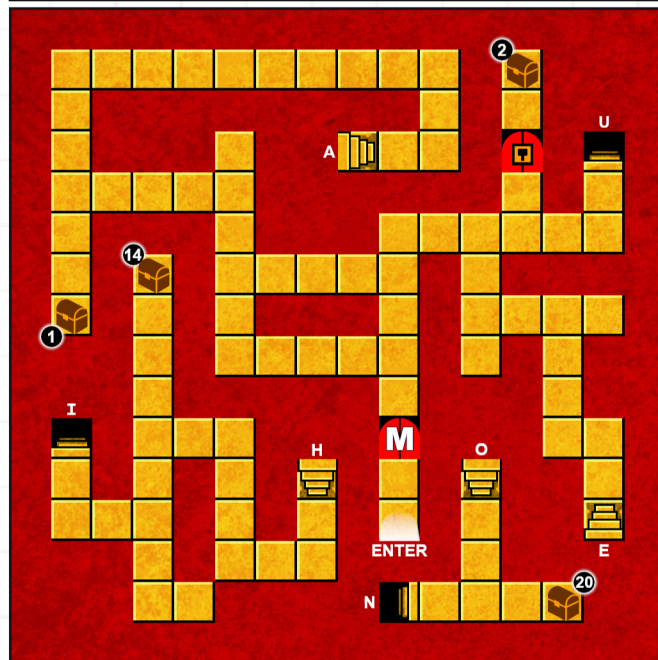
### Subfloor 2



### Subfloor 1



### Entrance - Floor 1





## Treasure Info

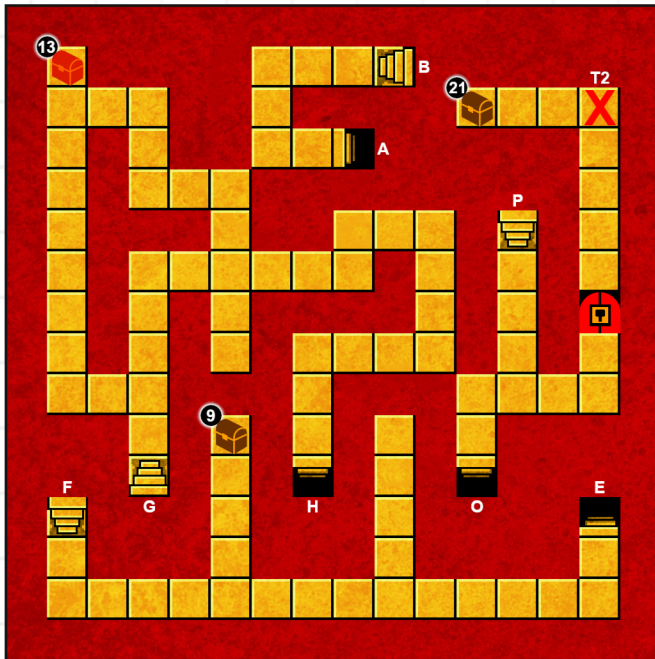
- 1 Short Sword
- 2 Burger
- 3 Empty
- 4 500 Meseta
- 5 Empty
- 6 Empty
- 7 50 Meseta

- 8 Burger
- 9 Burger
- 10 100 Meseta
- 11 Iron Axe
- 12 Empty
- 13 Miracle Key
- 14 Iron Sword

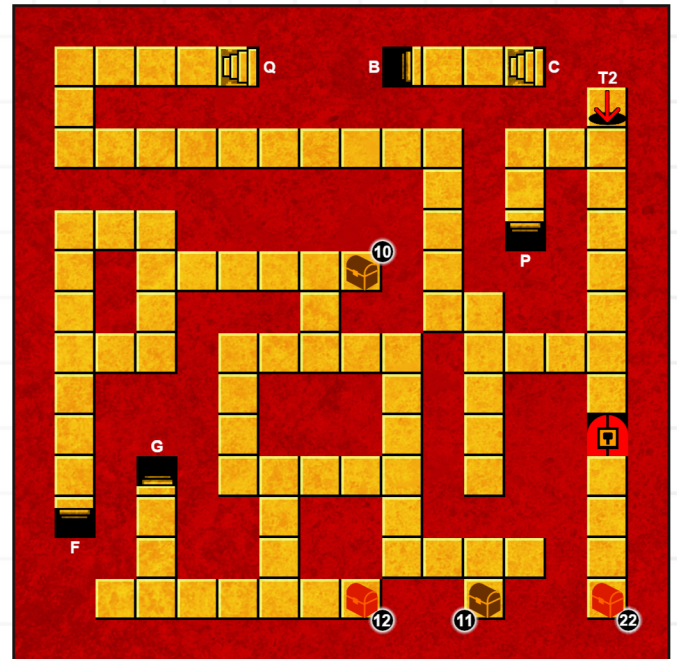
- 15 Magic Lamp
- 16 Escaper
- 17 Burger
- 18 500 Meseta
- 19 Cola
- 20 Light Saber
- 21 20 Meseta

- 22 Empty
- 23 Burger
- 24 Empty
- 25 Burger
- 26 Burger

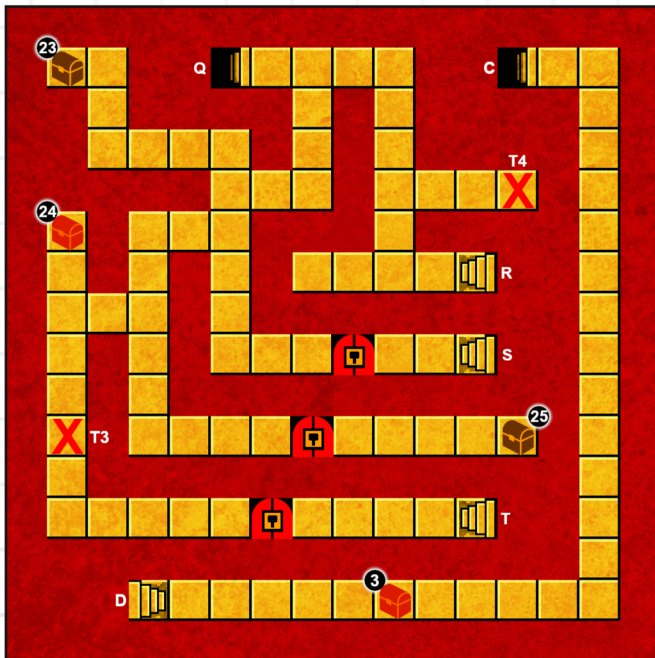
### Floor 2



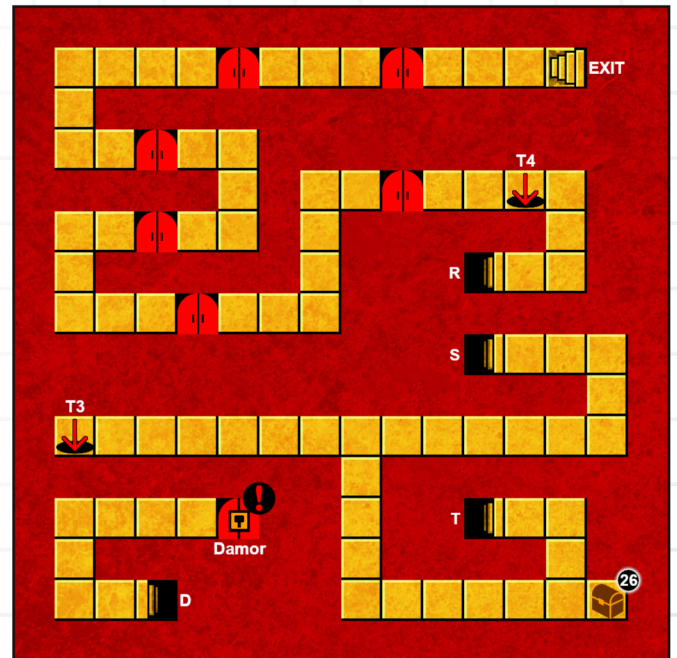
### Floor 3



### Floor 4



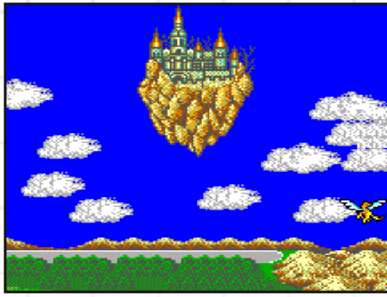
### Floor 5











## Unveiling the Castle

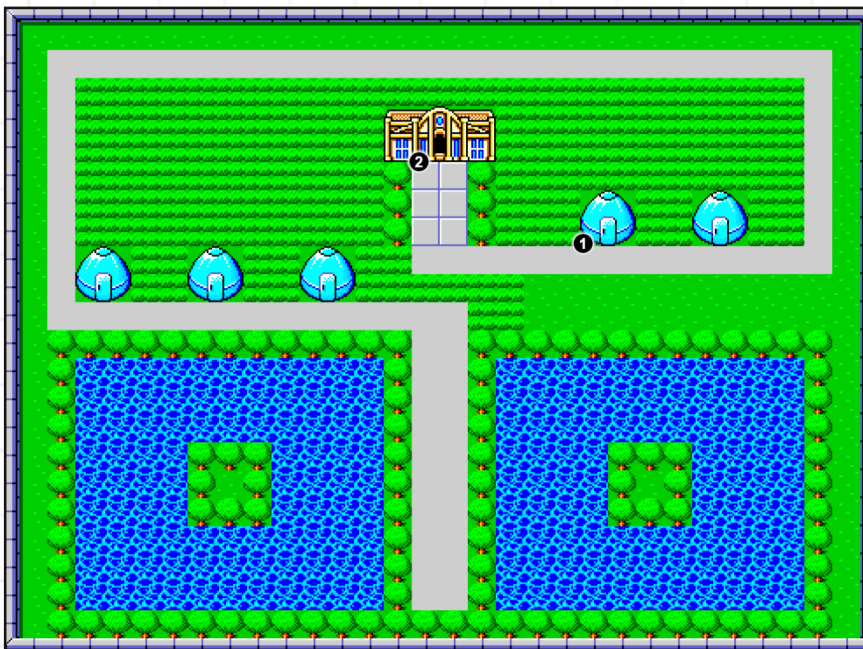
After spending so much time in the dark catacombs, your team finally exits Baya Malay, momentarily blinded by the intense sunlight. Take a deep breath of fresh air and admire the beautiful landscape surrounding you. Use your **prism** to reveal the hidden castle. Next, feed the **nuts** to Mayu and witness his mesmerizing transformation. Your party mounts Mayu, who will now carry you swiftly towards the castle. However, your journey is abruptly interrupted as the menacing gold dragon suddenly appears right before you reach the outskirts of the small village outside of the castle.

## Boss - Gold Dragon

The gold dragon is a walk in the park compared to many other fights you've experienced. Your primary focus should be on using regular attacks to strike at the creature. Avoid wasting any of your magic during this battle, as you'll need all the MP you have.

~ ~ *Pro-Tip* ~ ~

- ◆ Do not let any of your characters die in this battle. If happens be sure to reset the system and try again.

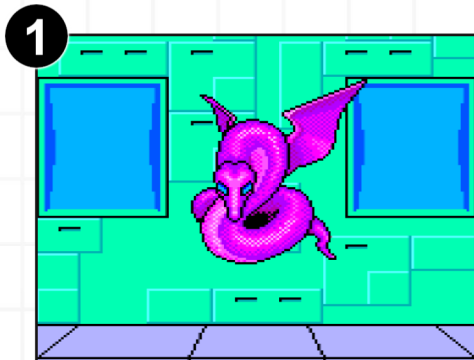


## Air Castle City

A short distance from Alis' hometown of Camineet stands the Air Castle, veiled by Lassic's ominous enchantments. Within this slice of paradise, you'll come across a quaint village nestled within its walls. However, you'll soon realize that no useful individuals reside here, and there are no provisions for healing or shops to replenish supplies. Instead, the inhabitants seem to have either lost their sanity, pledged themselves entirely to Lassic, or become recent converts to the cult he has embraced.

## Places of Interest

1. Enemy Battle
2. Air Castle



Avoid this house; it merely leads to a battle with a Serpent. Engaging in this fight would be a waste of your time, energy, and resources.

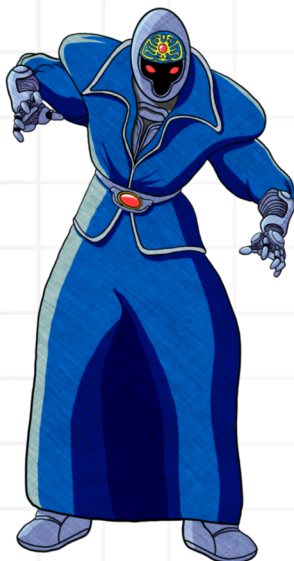


Before entering the castle to face Lassic, prepare for the fight, but do not to squander your magic. You'll need it during the final battle.



## Air Castle

Inside the Air Castle, you'll realize there's little complexity to this place. It's comprised of five floors, but it lacks treasure. What makes this dungeon intriguing is that you'll journey downwards before eventually making your way back up to ground level, where Lassic awaits you. (Refer to the next page for the start of the dungeon).

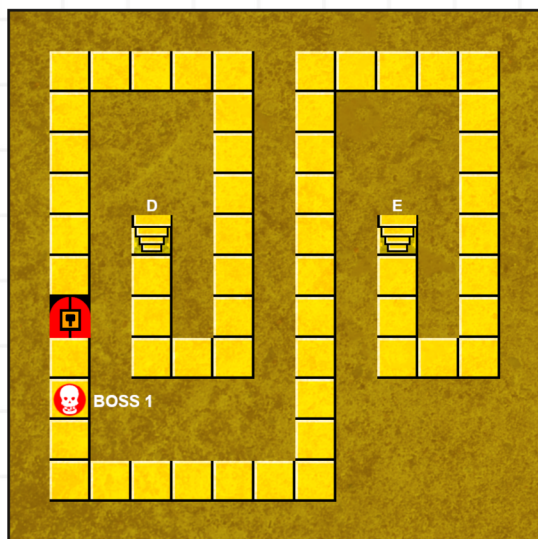


### Boss 1 - Shadow

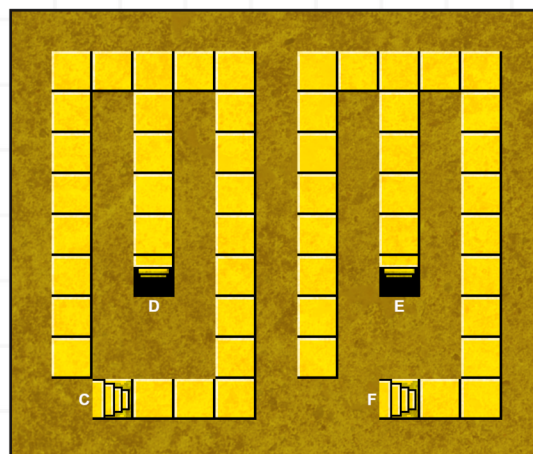
While exploring Subfloor 4, you will come across Shadow, escape from this battle is impossible, as your back will be against the wall. Prior to confronting Shadow, remember to save your game. During the battle, avoid wasting magic; instead, rely solely on regular attacks, and he should be defeated with little effort.



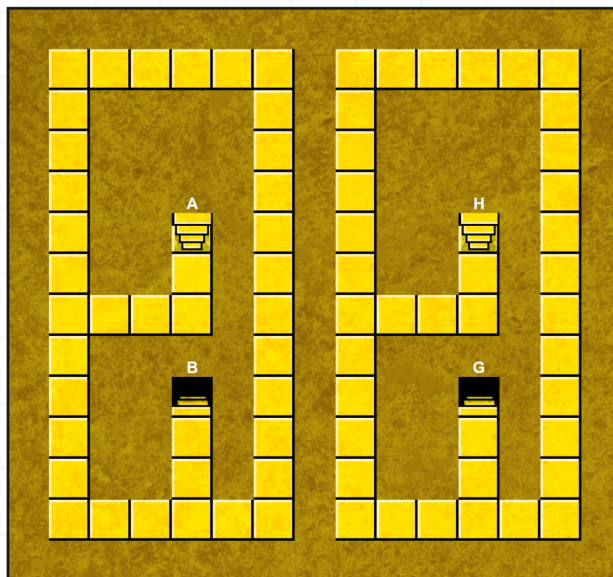
### Subfloor 4



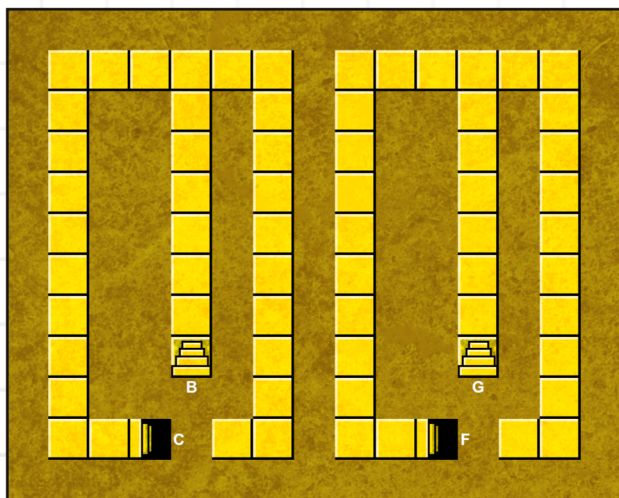
### Subfloor 3



### Subfloor 1



### Subfloor 2





## ~ ~ Pro-Tip ~ ~

- ◆ It's essential to reiterate: save and save often. Whenever you begin a new floor, make sure to save the game outside your regular save slot. Encountering the wrong monster at the wrong time could leave your team in a perilous state. In case that happens, reload your saved game and repeat that floor from the save.

## Boss 2 - Lassic

The moment of truth is upon you. You find yourself standing outside the door of Nero's killer, the ruler of Algol. Before you step through that door to confront Lassic, make sure to consume any remaining burgers you have and equip Odin with the **laser gun**. Also, saving your game; you need to be fully prepared for this epic battle. Your mission is clear: to avenge your brother's death and rescue the Algol Star System.

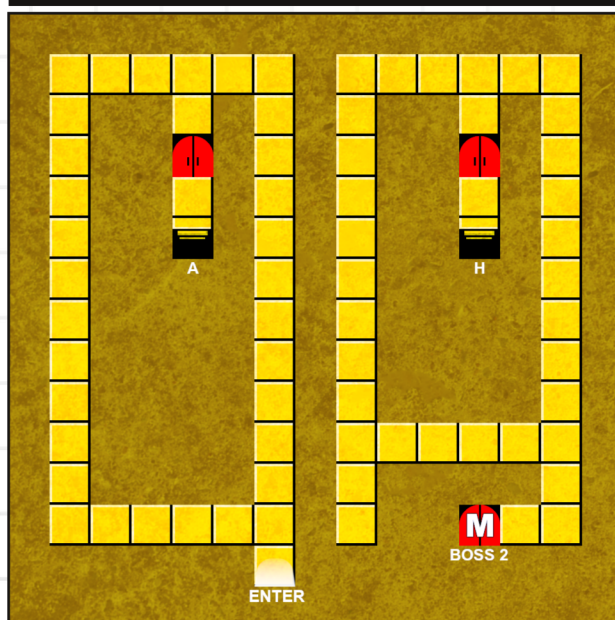
**NOTE:** Before you battle, unless you have a **transer**, make sure Alis conserves at least 8 MP. It will be needed after you take Lassic down.

## Attack Strategy

Conventional weapons have little effect on Lassic. Have Alis cast FIRE, while Mayu relies on the ATTACK (unless someone's health is depleted, in which case he should use HEAL to restore the party member's HP). Odin should utilize his **laser gun** as it will cause more damage than his **laconian axe**, and Noah should cast WIND. These tactics will maximize your chances of taking down Lassic.



## Entrance - Floor 1



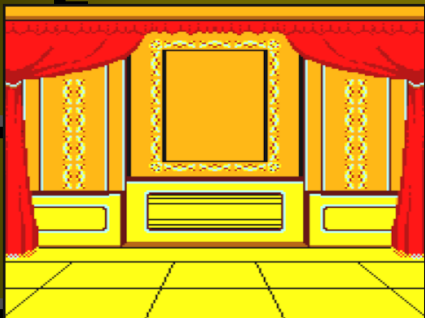
## Nero Avenged

After defeating Lassic, you will have avenged the death of Alis's brother. The final task now is to report back to the governor of Motavia. Leave the castle by playing your flute, then use the **transer**, or cast Fly.

Once in Camineet, heal your party and purchase an inventory full of hamburgers again. Head to the spaceport and take the service tunnel to Gothic. Speak to **Hapsby** there to arrange a flight to Uzo. From Uzo, travel north using your **landrover** to cross the antlion traps and reach Paseo. Navigate your way to the governor's mansion. However, before you enter it, step into the blue house just outside the mansion to rest one last time if you sustained any damage on the way here.



## Quest 10 - The Final Battle

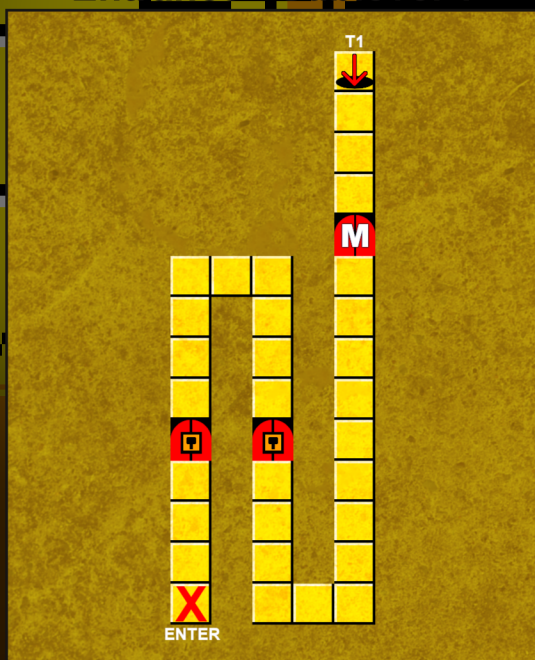


Are you prepared for your final quest? Before entering the mansion, save your game and ensure your characters are well-stocked and equipped for the impending monumental battle. All your characters should be around level 24. Also, as in previous mazes, carefully managing your energy and magic points is vital, so consider fleeing from battles whenever possible. Remember to save your game on each new level or whenever feasible; this precaution will allow you to reload in case of significant damage.

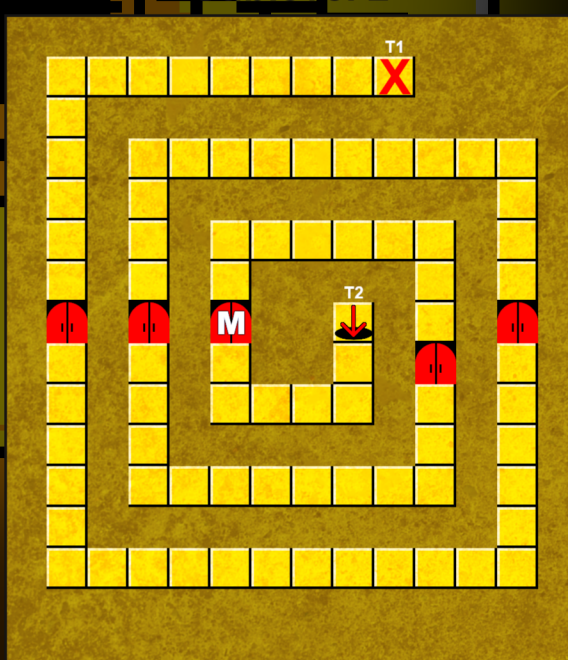
To navigate this dungeon, locate the traps leading deeper into its catacombs until you confront the true evil that's been at the heart of everything.

### Governor's Mansion

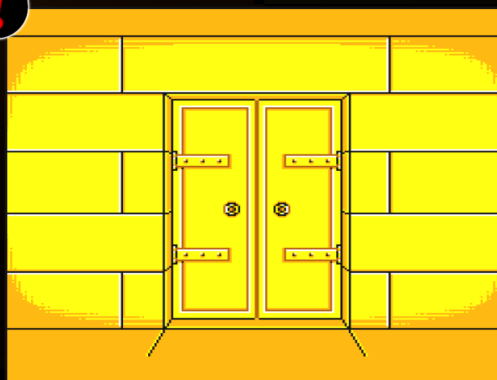
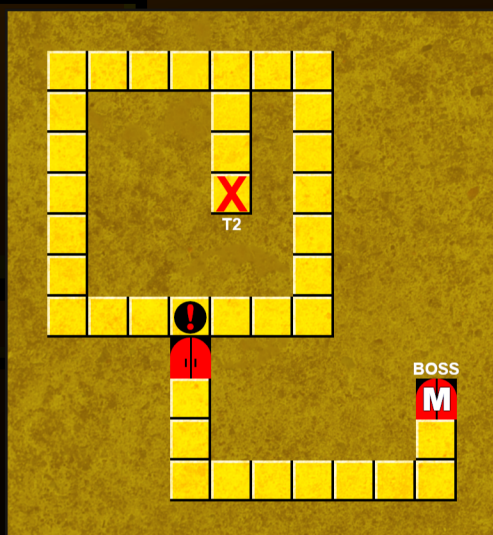
#### Entrance - Sublevel 1



#### Sublevel 2



#### Sublevel 3



If you were sent to the holding cell in Baya Malay Prison, you will recognize this trick. To reveal the hidden door on sublevel 3, you will need to look directly at the door for it to be revealed.

## Final Boss - Dark Falz

Dark Falz is the evil mastermind behind King Lassic's heinous deeds. A formidable force to reckon with, the only people in Algol who stand a chance to destroy him are Alis, Myau, Odin, and Noah. Having come this far in your quest, you must now muster up all the strength you can to rid the star system of this malevolent being. Just as you did with Lassic before, use as many hamburgers as you need, save your game, ensure Odin equips the **laser gun**, and proceed through the final door that will lead to the completion of your quest. You've come this far; now is the moment when you will truly avenge Nero's death or share his fate.



## Attack Strategy

In this final fight it's best to rely mostly on projectile attacks. Have Alis cast FIRE, and Mayu should focus on healing the party with CURE, as your party's energy will deplete quickly. Odin should use the ATTACK command, and have Noah casts WIND. If Noah's MP runs low, switch to FIRE. In case any of your magic users run out of MP, resort to using the ATTACK command. Dark Falz possesses 510 HP, so stay vigilant with this strategy, and you should eventually defeat this evil force.

## Your Quest is Over

Your brother's memory has finally been avenged. The force behind Lassic's tyranny has been vanquished, and peace has been restored to the land. However, with no king to rule, a crucial question arises: who will step up to take the mantle of leadership and guide the people? The future of Algol now lies in the hands of those who will rise to leadership and shape the destiny of this once-troubled realm.





# Items & Armory

In Phantasy Star, most weapons, armor, and items can be purchased at various shops throughout the Algol System. Additionally, you can acquire many items by defeating enemies or exploring dungeons, where they may be hidden in treasure chests. After certain battles, you have a chance to obtain rare items, and some non-playable characters in the game might also provide you with special items.

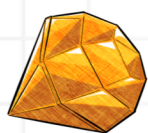
In this section, you will find detailed descriptions, costs, and locations for each item in the game. However, please be aware that common items won't have specific cities listed, and common weapons and armor can be found in multiple towns. To find what you need, cross-reference the city name with the maps in the front of the book or use the index at the back of the book.

## Items



### Alsulin **FOUND**

A rare medicine with the power to reverse petrification is the key Myau sought when his fellow traveler, Odin, was turned to stone. The only way to obtain this precious item is by rescuing Myau from the shop owner in Paseo (p.17).



### Amber Eye **FOUND**

This extremely rare jewel can be found by defeating the Casba Dragon in the Casba Cave. Once you possess it, you can use the jewel for the eclipse torch, a valuable item with powerful abilities (p.35).



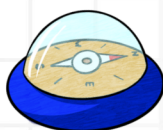
### Burger **40 MST**

Throughout your adventures, a burger can serve as the remedy you need to restore your HP to a safe level. Consuming this item will replenish 40 HP, and you can acquire them by purchasing from any First Food Shop.



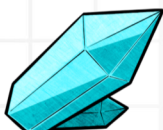
### Cola **10 MST**

There's nothing quite like a refreshing cola to wash away unwelcome damage when you're in the midst of battle. This soft drink will restore 10 HP to your character. Colas can be purchased at any First Food Shop.



### Compass **FOUND**

To traverse Eppi Forest, a compass is indispensable - once you save Odin, its location will be unveiled (p.19). Without a compass, dungeons can easily disorient you. Refer to the compass if you become lost in a dungeon to regain your bearings and direction.



### Crystal **FOUND**

The crystal that King Lassic fears is the one possessing the power to diminish his magical abilities. It's rumored to be concealed within Baya Malay Tower. To acquire it, locate Damor, the Soothsayer (p.54-55).



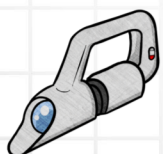
### Dungeon Key **FOUND**

Across the Algol System, concealed within dungeons, you'll come across locked doors. The dungeon key holds the answer to unlocking the majority of these doors, unless they're sealed with potent magic. Visit the Chief of Eppi to discover its whereabouts (p.20).



### Escaper **10 MST**

Using this unique cloth will grant the user momentary invisibility, offering the party a chance to flee from battle if a suitable escape route is accessible. This practical item can be acquired at most Second-Hand Shops for a reasonable price.



### Flash **10 MST**

In many dungeons, darkness envelops the surroundings, rendering navigation impossible. The flash is an ideal solution, as it illuminates your path. However, once you exit the dungeon, the Flash ceases to function. This item is available for purchase in most Second-Hand Shops.





## Flute **FOUND**

This mysterious wooden flute possesses the ability to transport your party out of the depths of any dungeon, and it can also lull enemies to sleep. It's concealed in Gothic on Palma, buried at the base of a mighty tree. To uncover it, you'll need to obtain a clue regarding its precise location (p.32).



## Hapsby **FOUND**

A robot forged from laconian, but was discarded like yesterday's technology. Nonetheless, if you seek smooth interplanetary travel, locating this small robot is paramount. Be ready to undertake a series of steps before you can ultimately obtain him (p.31).



## Hovercraft **FOUND**

Another remarkable piece of technology, carelessly discarded as if it were mere rubbish. This exceptional vehicle can not only carry you across water but also guarantee secure passage over the brown toxic sludge. It can be found hidden beneath piles of trash in Bortevo (p.36).



## Ice Digger **12000 MST**

A vehicle designed to traverse the frozen planet of Dezoris, the Ice Digger proves to be an invaluable tool. Its unique feature allows it to burrow through softer ice, granting access to areas that would otherwise be unreachable. It can be purchased in Twintown (p.47).



## Laconian Pot **FOUND**

An ancient Palman artifact that has been handed down for generations. Enriched with laconian, it possesses the remarkable ability to preserve lerna nuts' freshness for extended periods. You can discover this valuable item in Camineet (p.12) and later in Abion (p.30).



## Landrover **5200 MST**

Walking everywhere can consume a significant amount of time, but with the landrover, you'll be able to move much faster on flat terrain. As an added bonus, this versatile vehicle can effortlessly drive right over Antlion traps. It can be purchased in Casba (p.36).



## Letter **FOUND**

A letter of introduction, meant to convince Noah to join the others in the mission to defeat Lassic. To acquire the letter, you must journey to the governor's mansion in Paseo, but be warned, this task won't be a swift one (p.22).



## Luveno - Space Shuttle **FOUND**

Named after its creator, the Luveno is a personal spacecraft that enables you to journey from one planet to another. With its advanced technology, you can effortlessly reach even the farthest planet in the Algo System. However, obtaining the Luveno necessitates completing a quest (p.32).



## Magic Hat **20 MST**

This remarkable hat bestows upon the wearer the ability to understand the language of specific enemies (see bestiary for more information). You can purchase it at most Second-Hand shops.



## Magic Lamp **1400 MST**

This Magic Lamp proves invaluable as it automatically illuminates dark dungeons without ever burning out. You can purchase it in some Second-Hand Shops or find one in Baya Malay Tower.



## Miracle Key **FOUND**

This enchanted key possesses the extraordinary ability to unlock any door, even those sealed by magic. To obtain it, you must search Baya Malay Tower (p.54-55).



# Items & Armory



## Nut **FOUND**

This rare nut exclusively grows on the laerma trees found in the Altiplano Plateau of Dezoris. It's capable of transforming musk cats into magnificent beasts. However, it's crucial to store them properly, as they will shrivel soon after being harvested if not handled with care (p.51).



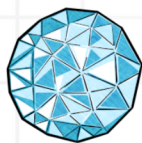
## Passport **100 MST**

To access public interplanetary travel, you must apply for your passport. After answering a series of questions, and paying your application fee, you can obtain it at the spaceport located on Palma (p.15).



## Polymetryl **1600 MST**

Polymetryl boasts an astonishingly potent acidity that can swiftly dissolve any metal it comes into contact with, excluding laconian. You can readily find it stocked at the First Food Shop in Abion (p.30).



## Prism **FOUND**

The prism, also known as the Aero Prism, bestows upon you the ability to reveal objects concealed by magic. It serves as a unique tool for uncovering a hidden castle. This item awaits discovery within the depths of the Aero Prism Cave on Dezoris (p.51).



## Roadpass **200 MST**

This item provides you with exclusive access to areas that are typically off-limits to most civilians. However, it's not an item readily given out to everyone. To obtain the roadpass, you'll need to inquire about it from the clerk at the Second-Hand Shop in Scion (p.14).



## Shortcake **280 MST**

In Motavian culture, it's customary to present a gift when visiting someone, particularly if they hold a high position in society. This unique cake, not commonly found, requires a visit to the baker in Naula Cave (p.21).



## Sphere **30 MST**

The sphere's exact functioning remains a mystery, but it gives you the ability to communicate with many beasts throughout the Algol System. You can acquire this fascinating item at select Second-Hand Shops.



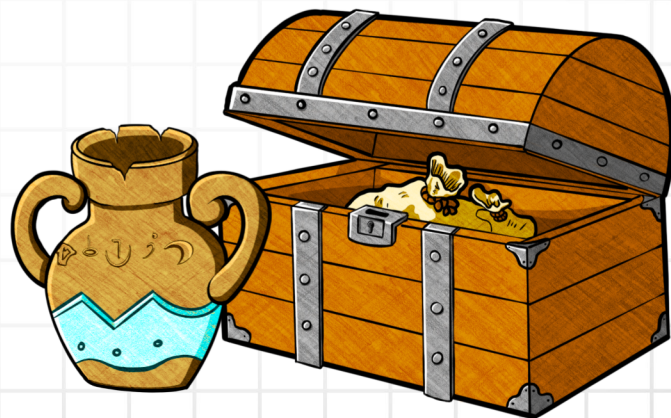
## Torch **FOUND**

The Torch of Dezoris holds immense significance in the sacred ceremonies of the Dezorian people. To obtain this holy flame, you must find someone willing to part with it in the Corona Tower (p.50).



## Transer **48 MST**

This magical carpet offers convenient transportation to the most recent church you visited; however, it cannot be used in a dungeon. You can easily purchase these carpets at various Second-Hand Shops.



## Weapons



### Wood Cane ATK +3 25 MST

This is a basic magic user's staff. Though its power may be weak, it's still better than having no weapon at all. You can find it in Abion (p.30), and it is exclusive to **Noah**, the only character capable of equipping this item.



### Short Sword ATK +4 40 MST

An affordable and valuable beginner's sword, perfect for those starting their journey. This sword can be purchased in Paseo (p.16) and is compatible with **Alis**, **Odin**, and **Noah**, making it an excellent choice for these characters.



### Iron Axe ATK +10 64 MST

This hefty axe demands the skill of a seasoned fighter. It can be purchased in Eppli (p. 20). It's a solid choice for **Odin** in the early stages of your quest.



### Iron Fang ATK +10 FOUND

This weapon is to be held in the mouth of certain creatures. To acquire this item, you must search Scion Cave (p.25). **Myau** is the only character capable of equipping this item.



### Wand ATK +10 1200 MST

This wand is designed for advanced magic users. It can be purchased in Skure (p. 44), and can only be equipped by **Noah**. It can also be used to escape from any battle if you use it from your inventory while engaged in combat (it will not be consumed).



### Iron Sword ATK +12 75 MST

This sword represents a significant upgrade from your previous weapon, dealing three times the damage. You can find it in Parolit (p.18). Both **Alis** and **Odin** can equip this powerful weapon.



### Needle Gun ATK +18 400 MST

This is the first gun you'll discover for Odin to wield. Guns possess the unique ability to shoot every monster for an equal amount of damage. This particular gun inflicts 5 points of damage per shot. It can be purchase it in Eppli (p.20) and equipped to **Odin**.



### Titanium Sword ATK +21 320 MST

The Titanium Sword is an impressively powerful weapon, highly recommended for advanced fighters. You can find it in Parolit (p.18), and it's suitable for equipping to both **Alis** and **Odin**, making it an excellent choice for these skilled characters.



### Heat Gun ATK +30 1540 MST

Another excellent choice for **Odin**, this heat gun fires heat bullets that deal 10 damage to every enemy on the screen. You can purchase this powerful gun in Loar (p.29).



### Silver Fang ATK +30 1620 MST

A pricey yet worthwhile upgrade for **Myau**. This weapon stands as the most powerful he can wield, making it a must-buy once you find it in Loar (p.29).



### Ceramic Sword ATK +31 1120 MST

The Ceramic Sword offers remarkable durability and is certainly worth the price in Parolit (p.18). Both **Alis** and **Odin** can equip this weapon, but consider your options wisely, as the Heat Gun might be a more suitable choice for Odin.



# Items & Armory



## Light Saber ATK +46 2980 MST

This modern weapon harnesses the power of focused light particles, capable of cutting through almost any material. Both **Alis** and **Odin** can equip this extraordinary weapon, and you can find it in Uzo (p.33).



## Laser Gun ATK +50 4120 MST

This gun can fire off bursts of focused light particles. You can purchase this exceptional weapon for **Odin** in Skure (p.44).



## Laconian Sword ATK +60 FOUND

The most powerful sword in Algol awaits in the Forgotten Tower (p.42-43). If you wish to have any chance of completing your quest, obtaining this weapon is vital. It can be equipped by either **Alis** or **Odin**.



## Laconian Axe ATK +80 FOUND

This legendary axe lies guarded in Medusa's Tower (p.40-41). Obtaining this weapon would be a wise choice, but in some cases, using the laser gun might be a better option. Keep in mind that only **Odin** can equip this axe.

## Armor



## Leather Armor DEF +5 28 MST

This suit of armor is entirely crafted from brown leather. While it offers a moderate level of protection from attacks, you should consider upgrading as soon as possible for better defense. It can be purchased in Scion (p.14). Equippable by **Alis** and **Odin**.



## White Mantle DEF +5 78 MST

This cloak offers minimal protection, but it grants magic users the agility to remain nimble during battles. Only **Noah** can wear this item, and you can purchase it in Loar (p.29).



## Light Suit DEF +15 290 MST

A lightweight suit of armor that is quite durable and can be worn by both **Alis** and **Odin**. It can be purchased at Scion (p.14).



## Iron Armor DEF +20 84 MST

This iron armor is significantly heavier than other armors, and while it may be too burdensome for most people, it provides exceptional protection for **Odin**. It can be purchased in Abion (p.30).



## Thick Fur DEF +30 630 MST

The thick fur is an overcoat worn by **Myau** that grants him a significant boost to his defense. You can purchase this valuable item in Paseo (p.16).



## Zirconian Armor DEF +30 1000 MST

Zirconian armor is a lightweight material that offers an exceptionally high level of protection. Though it falls on the more expensive side, it's undoubtedly worth the investment. This armor is suitable for both **Alis** and **Odin**, and you can find it for purchase in Scion (p.14).



## Frayd Mantle ATK +40 FOUND

The best protection available for **Noah** can be found by defeating his mentor in battle. Once you manage to overcome Noah's mentor, you'll be able to obtain this exceptional armor (p.39).





## Diamond Armor DEF +60 1500 MST

This durable, lightweight armor is indeed quite expensive, but its value is well worth the investment. Both **Alis** and **Odin** can wear this exceptional armor, and it is available for purchase in Paseo (p.16).



## Laconian Armor ATK +80 FOUND

The Laconian armor is a substantial piece of hardware, suitable for **Odin** as the only party member who can wear. It is hidden away in the Guaron Morgue (p.47).

## Shields



## Leather Shield DEF +3 30 MST

The Leather Shield provides a slight upgrade in defense and is better than not using any shield at all. Both **Alis** and **Odin** can use this shield, and it is available for purchase in Camineet (p.12).



## Bronze Shield DEF +8 310 MST

This exquisitely crafted shield offers a significant upgrade in defense from the leather. It is exclusively usable by **Odin**, and you can find it available for purchase in Eppi (p.20).



## Iron Shield DEF +15 520 MST

This shield has been crafted from sturdy iron for unparalleled protection on the battlefield. Both **Alis** and **Odin** can equip it after purchasing it in Camineet (p.12).



## Ceramic Shield DEF +23 1400 MST

Forged with advanced craftsmanship, grants exceptional protection with a remarkably lightweight design. Perfect for agile warriors seeking superior defense without sacrificing mobility. Both **Alis** and **Odin** can equip this shield. It can be purchased in Camineet (p.12).



## Laser Shield DEF +30 4800 MST

Harnessing cutting-edge technology, this shield is an excellent choice for bolstering your defenses. **Alis**, **Odin**, and **Noah** can equip it, making it a crucial asset for their protection in battles. It can be purchased in Abion (p.30).



## Gloves DEF +40 3300 MST

These gloves, expertly crafted from animal hide, are the exclusive option available for **Myau**. They can be bought at the armory in Skure (p.44).



## Mirror Shield DEF +40 FOUND

Without this shield, you will fail to defeat Medusa. Odin made that mistake once, don't make that same mistake a second time. The shield is hidden on an island on Motavia (p.38), and can only be equipped by **Odin**.



## Laconian Shield DEF +50 FOUND

The final piece of the Laconian armor set can be found in a remote cave on Dezoris (p.48). Both **Alis** and **Odin** can use this item.



## Gas Shield SPECIAL ABILITY 1000 MST

The Gas Shield is an innovative face-worn protective gear specifically designed to safeguard you from inhaling hazardous particles and noxious fumes in the perilous environments surrounding Sophia. It can be bought in Drasgow (p.37). Does not need to be equipped to use.



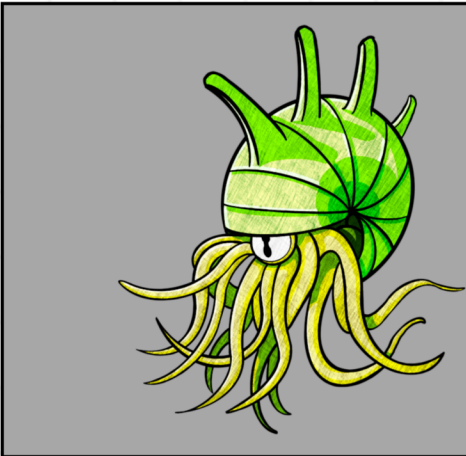
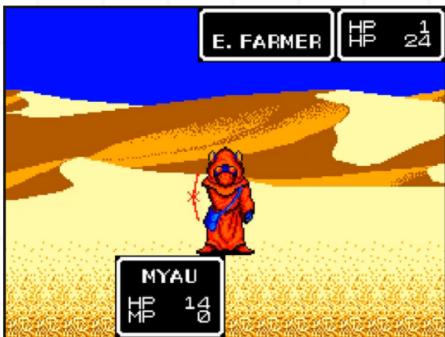
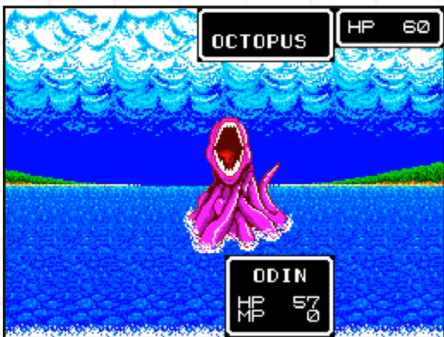
# Bestiary Guide

Welcome to the planets of Algol, a star system that is teeming with diverse creatures and monsters that add life and excitement to your adventures. This bestiary guide is your key to unlocking a deeper understanding of the creatures that inhabit these planets.

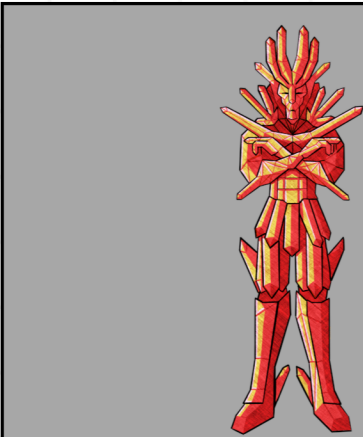
Within these pages, you'll find detailed descriptions and helpful tips about the beasts you'll encounter on your journey. From friendly natives that you can chat with, to challenging foes that test your skills, this guide provides the information you need to navigate the world of Phantasy Star.

Whether you're curious about a creature's behavior, strengths, or vulnerabilities, this guide has got you covered. It's your go-to resource for learning more about the inhabitants of Algol and making the most of your encounters.

As you flip through these pages, you'll gain insights that will serve you well in your adventures. Armed with this knowledge, you'll be ready to face whatever comes your way and make the most of your journey through Phantasy Star. So get ready to discover the creatures that make this universe so fascinating!

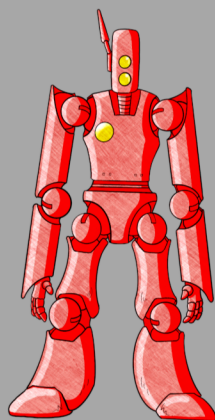


| Ammonite                                                                                                                       |                           |                     |               |
|--------------------------------------------------------------------------------------------------------------------------------|---------------------------|---------------------|---------------|
| Hit Points<br>90                                                                                                               | Attack<br>88              | Defense<br>60       | Ability<br>-- |
| Conversation Methods<br>--                                                                                                     |                           |                     |               |
| Meseta<br>71                                                                                                                   | Experience<br>19          | Item Found<br>--    |               |
| Run Success Rate<br>61%                                                                                                        | Likelihood of Trap<br>25% | Can be Roped<br>Yes |               |
| This creature is primarily found in the cold tundras on the surface of Dezoris. It prefers to stay protected within its shell. |                           |                     |               |



| Amundsen                                                                                                                                      |                          |                    |               |
|-----------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------|---------------|
| Hit Points<br>133                                                                                                                             | Attack<br>140            | Defense<br>98      | Ability<br>-- |
| Conversation Methods<br>--                                                                                                                    |                          |                    |               |
| Meseta<br>120                                                                                                                                 | Experience<br>32         | Item Found<br>--   |               |
| Run Success Rate<br>70%                                                                                                                       | Likelihood of Trap<br>5% | Can be Roped<br>No |               |
| The Amundsen race is not one to take on hastily. With a high defense and high attack power, you must be very cautious when dealing with them. |                          |                    |               |

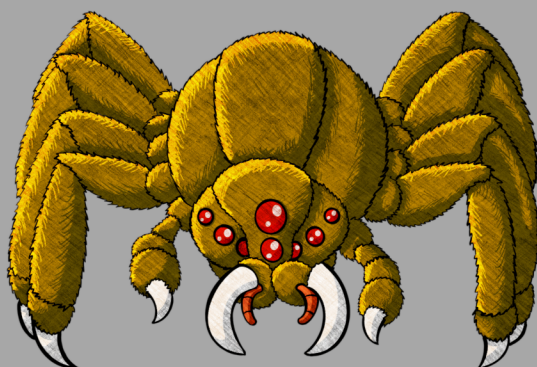




## Androcop

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 120                  | 145                | 89           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 123                  | 29                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 5%                 | No           |         |

Androcops are used as security around the Algol Star System as Lassic's security. Watch out for their powerful attacks.



## Antlion

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 66                   | 59                 | 52           | Rope    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 7                    | 8                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 70%                  | 5%                 | Yes          |         |

Antlions inhabit Motavia, and for the most part, they have taken over the planet with colonies all over the desert planet.



## Barbrian

| Hit Points                              | Attack             | Defense      | Ability |
|-----------------------------------------|--------------------|--------------|---------|
| 54                                      | 35                 | 50           | --      |
| Conversation Methods                    |                    |              |         |
| Talk / TELE / CHAT / Magic Hat / Sphere |                    |              |         |
| Meseta                                  | Experience         | Item Found   |         |
| 89                                      | 10                 | Cola         |         |
| Run Success Rate                        | Likelihood of Trap | Can be Roped |         |
| 29%                                     | 8%                 | Yes          |         |

This race, which is native to Motavia, is mostly friendly. If you don't show any aggression, they will talk to you without causing you harm.



## Batalion

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 100                  | 112                | 64           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 59                   | 21                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 5%                 | Yes          |         |

These walking-dead creatures can only survive in cold climates, making Skure their home. Be cautious; they will attack anything that moves.





## Big Club

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 100                  | 112                | 64           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 59                   | 21                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 5%                 | Yes          |         |

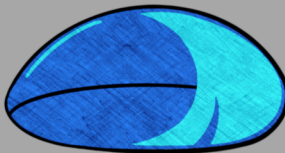
This crustacean has a hard exoskeleton protecting it from damage and uses its powerful claw to attack unsuspecting prey.



## Bl. Dragon

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 210                  | 155                | 90           | --      |
| Conversation Methods |                    |              |         |
| TELE / Sphere        |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 178                  | 88                 | Amber Eye    |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 60%                  | 5%                 | No           |         |

This dragon, also known as the Casba Dragon, can be found deep within the Casba Cave. If you defeat it you will find the Amber Eye.



## Bl. Slime

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 40                   | 26                 | 20           | Heal    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 19                   | 5                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 60%                  | 6%                 | Yes          |         |

This slime variant is stronger than most slimes as it has the power to heal. Its color is a natural change due to the cold climate.



## Centaur

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 190                  | 155                | 100          | Rope    |
| Conversation Methods |                    |              |         |
| TELE / Sphere        |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 133                  | 31                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 16%                | No           |         |

This elite guard was assembled to protect Lassic and all that represents what is his. Stay calm and be on your guard when fighting this foe.



## Crawler

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 40                   | 31                 | 32           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 30                   | 9                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 6%                 | Yes          |         |

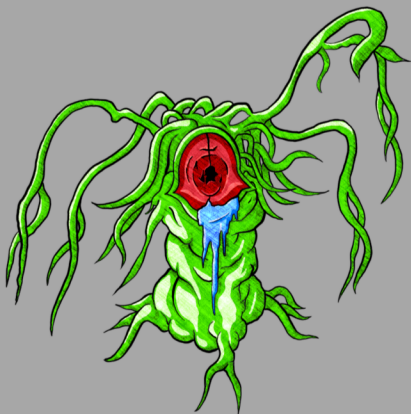
These loathesome creatures live under the sands of Motavia and will strike whenever they get the chance. Stay alert!



## Dark Falz

| Hit Points           | Attack             | Defense      | Ability   |
|----------------------|--------------------|--------------|-----------|
| 510                  | 255                | 150          | x2 Attack |
| Conversation Methods |                    |              |           |
| --                   |                    |              |           |
| Meseta               | Experience         | Item Found   |           |
| 0                    | 0                  | --           |           |
| Run Success Rate     | Likelihood of Trap | Can be Roped |           |
| 0                    | 0                  | --           |           |

Dark Falz, also known as Dark Force, will weaken as you fight him. His x2 Attack ability will be disabled the closer you get to victory.



## Dead Tree

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 23                   | 23                 | 25           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 21                   | 4                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 16%                | Yes          |         |

These carnivorous plants usually mind their own business, but if you come into contact with them, they will do everything they can to defend themselves.



## Dezorian

| Hit Points                              | Attack             | Defense      | Ability |
|-----------------------------------------|--------------------|--------------|---------|
| 76                                      | 77                 | 63           | --      |
| Conversation Methods                    |                    |              |         |
| Talk / TELE / CHAT / Magic Hat / Sphere |                    |              |         |
| Meseta                                  | Experience         | Item Found   |         |
| 105                                     | 18                 | --           |         |
| Run Success Rate                        | Likelihood of Trap | Can be Roped |         |
| 50%                                     | 5%                 | Yes          |         |

Dezorians are not the most trustworthy of beings found in the Algol Star System, but if you come across them, they are harmless if you are nice to them.





## Dr. Mad

| Hit Points                                      | Attack             | Defense      | Ability |
|-------------------------------------------------|--------------------|--------------|---------|
| 233                                             | 180                | 85           | --      |
| Conversation Methods                            |                    |              |         |
| --                                              |                    |              |         |
| Meseta                                          | Experience         | Item Found   |         |
| 140                                             | 25                 | Laconian Pot |         |
| Run Success Rate                                | Likelihood of Trap | Can be Roped |         |
| 40% <small>* See note at bottom of page</small> | 0%                 | Yes          |         |

Dr. Mad is a brilliant scientist, driven by an insatiable thirst for knowledge. His unorthodox methods often blur the lines of ethics and morality.



## E. Farmer

| Hit Points                              | Attack             | Defense      | Ability |
|-----------------------------------------|--------------------|--------------|---------|
| 42                                      | 27                 | 40           | --      |
| Conversation Methods                    |                    |              |         |
| Talk / TELE / CHAT / Magic Hat / Sphere |                    |              |         |
| Meseta                                  | Experience         | Item Found   |         |
| 30                                      | 9                  | --           |         |
| Run Success Rate                        | Likelihood of Trap | Can be Roped |         |
| 80%                                     | 6%                 | Yes          |         |

This is another native to Motavia, and like his Barbrian brother, he is mostly peaceful. You can learn much from E. Farmers by talking to them.



## Elephant

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 86                   | 62                 | 48           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 38                   | 17                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 5%                 | Yes          |         |

This behemoth is distinguished by its size. It will use its nose as a tool for daily tasks, but it will also use it as a weapon to attack anything it deems a threat.



## Evildead

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 30                   | 43                 | 36           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 8                    | 14                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 90%                  | 5%                 | Yes          |         |

A haunting force, shrouded in darkness and terror. Their nightmarish appearance and haunting gaze, strikes fear into the hearts of all who encounter them.

\* Your first encounter with Dr. Mad you cannot run from him.





## Evil Head

| Hit Points                            | Attack             | Defense      | Ability |
|---------------------------------------|--------------------|--------------|---------|
| 86                                    | 118                | 77           | --      |
| Conversation Methods<br>TELE / Sphere |                    |              |         |
| Meseta                                | Experience         | Item Found   |         |
| 136                                   | 19                 | --           |         |
| Run Success Rate                      | Likelihood of Trap | Can be Roped |         |
| 50%                                   | 6%                 | Yes          |         |

Evil Head are not as kind as their Dezorian brothers. You are better off killing them if they approach you in the wild.



## Executer

| Hit Points                 | Attack             | Defense      | Ability |
|----------------------------|--------------------|--------------|---------|
| 73                         | 50                 | 63           | --      |
| Conversation Methods<br>-- |                    |              |         |
| Meseta                     | Experience         | Item Found   |         |
| 63                         | 12                 | --           |         |
| Run Success Rate           | Likelihood of Trap | Can be Roped |         |
| 40%                        | 21%                | Yes          |         |

These creatures will attack if they are disturbed by unsuspecting passersby. Be careful; they are swift and accurate with their attacks.



## Fishman

| Hit Points                 | Attack             | Defense      | Ability |
|----------------------------|--------------------|--------------|---------|
| 42                         | 42                 | 40           | --      |
| Conversation Methods<br>-- |                    |              |         |
| Meseta                     | Experience         | Item Found   |         |
| 42                         | 11                 | --           |         |
| Run Success Rate           | Likelihood of Trap | Can be Roped |         |
| 60%                        | 6%                 | Yes          |         |

These sea dwellers live in the waters Palma; they mostly stick to the shores but often come in large numbers to pull their prey into the depths.



## Frostman

| Hit Points                 | Attack             | Defense      | Ability |
|----------------------------|--------------------|--------------|---------|
| 140                        | 138                | 98           | --      |
| Conversation Methods<br>-- |                    |              |         |
| Meseta                     | Experience         | Item Found   |         |
| 128                        | 36                 | --           |         |
| Run Success Rate           | Likelihood of Trap | Can be Roped |         |
| 75%                        | 8%                 | No           |         |

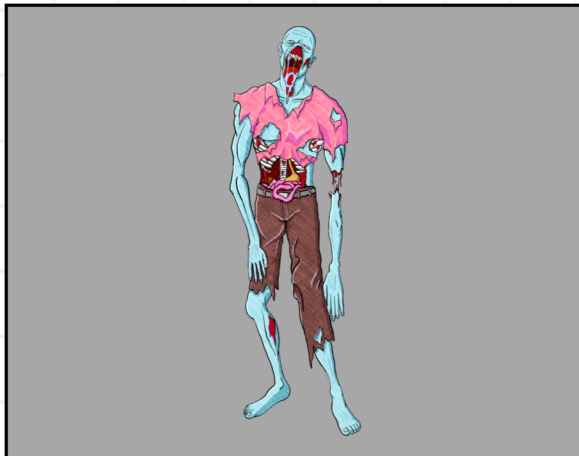
These ice warriors are found throughout the ice planet of Dezoris. They are ruthless creatures that will quickly reduce your body to sub-degree temperatures.





## Gd. Dragon

|                                                                                                                                             |                          |                    |                 |
|---------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--------------------|-----------------|
| Hit Points<br>170                                                                                                                           | Attack<br>200            | Defense<br>98      | Ability<br>Cure |
| Conversation Methods<br>--                                                                                                                  |                          |                    |                 |
| Meseta<br>0                                                                                                                                 | Experience<br>100        | Item Found<br>--   |                 |
| Run Success Rate<br>0%                                                                                                                      | Likelihood of Trap<br>6% | Can be Roped<br>No |                 |
| Guardian of the Sky Castle, this dragon can be a bit of a chore to defeat, and the bounty you claim after beating him will leave you upset. |                          |                    |                 |



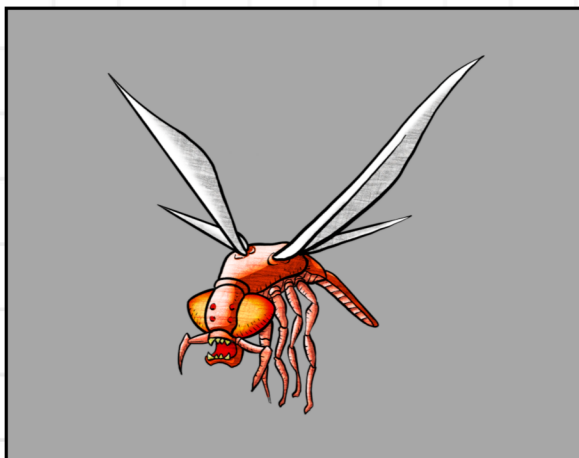
## Ghoul

|                                                                                                                   |                          |                     |               |
|-------------------------------------------------------------------------------------------------------------------|--------------------------|---------------------|---------------|
| Hit Points<br>68                                                                                                  | Attack<br>64             | Defense<br>47       | Ability<br>-- |
| Conversation Methods<br>--                                                                                        |                          |                     |               |
| Meseta<br>26                                                                                                      | Experience<br>16         | Item Found<br>--    |               |
| Run Success Rate<br>70%                                                                                           | Likelihood of Trap<br>5% | Can be Roped<br>Yes |               |
| A monstrous humanoid that often inhabits deserted places. This mindless creature will pursue anything that moves. |                          |                     |               |



## Giant

|                                                                                                                                 |                          |                     |               |
|---------------------------------------------------------------------------------------------------------------------------------|--------------------------|---------------------|---------------|
| Hit Points<br>120                                                                                                               | Attack<br>122            | Defense<br>88       | Ability<br>-- |
| Conversation Methods<br>--                                                                                                      |                          |                     |               |
| Meseta<br>119                                                                                                                   | Experience<br>30         | Item Found<br>--    |               |
| Run Success Rate<br>50%                                                                                                         | Likelihood of Trap<br>5% | Can be Roped<br>Yes |               |
| This green-skinned monster enjoys toying with its prey. If you are caught, it will give you the worst pounding you can imagine. |                          |                     |               |



## Giant Fly

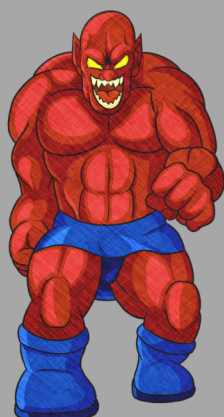
|                                                                                                 |                          |                     |                 |
|-------------------------------------------------------------------------------------------------|--------------------------|---------------------|-----------------|
| Hit Points<br>25                                                                                | Attack<br>30             | Defense<br>21       | Ability<br>Fire |
| Conversation Methods                                                                            |                          |                     |                 |
| --                                                                                              |                          |                     |                 |
| Meseta<br>32                                                                                    | Experience<br>7          | Item Found<br>--    |                 |
| Run Success Rate<br>40%                                                                         | Likelihood of Trap<br>6% | Can be Roped<br>Yes |                 |
| This giant insect is not as weak as its swarm counter-<br>part. It attacks with a fiery breath. |                          |                     |                 |



## Goldens

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 28                   | 36                 | 35           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 24                   | 9                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 6%                 | Yes          |         |

In the daylight, this creature can be seen glittering in the sunlight, but they prefer to remain hidden in darkness due to light sensitivity.



## Golem

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 140                  | 121                | 96           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 150                  | 24                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 70%                  | 5%                 | Yes          |         |

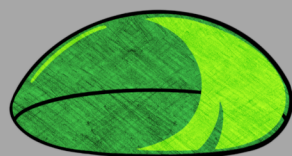
This giant biped roams dungeons, hunting for its next meal. If you come in contact with it, don't even try to reason with it, or you will end up as its next meal.



## Gr. Dragon

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 160                  | 145                | 95           | --      |
| Conversation Methods |                    |              |         |
| TELE / Sphere        |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 176                  | 53                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 60%                  | 5%                 | No           |         |

These intelligent creatures cannot be reasoned with. If you are not careful, it will char you alive with its fiery attack.



## Gr. Slime

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 18                   | 18                 | 13           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 8                    | 4                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 5%                 | Yes          |         |

This gelatinous organism attacks its prey by enveloping its body around them. They are not difficult to deal with but approach them with caution.





## G. Scorpion

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 20                   | 20                 | 17           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 11                   | 5                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 60%                | Yes          |         |

If you fight gold scorpions, just know their chest has the highest rate of any other beast in the Algo System to be trapped.



## Horseman

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 130                  | 126                | 89           | Fire    |
| Conversation Methods |                    |              |         |
| TELE / Sphere        |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 148                  | 30                 | Flash        |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 35%                  | 0%                 | No           |         |

This armored centaur is a formidable foe. With sword in hand and magic at its fingertips, keep an eye on your stats if you fight them.



## Lassic

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 238                  | 230                | 180          | Thunder |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 0                    | 0                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 0%                   | 0%                 | No           |         |

King of Palma, and obsessed with total domination of the Algo System. He has become possessed by power, but who's power?



## Leech

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 70                   | 67                 | 47           | Help    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 47                   | 15                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 65%                  | 5%                 | Yes          |         |

These sand dwellers are far more powerful than the crawlers that live in their same habitat. If they sense movement above ground, they will quickly attack.



## Lich

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 60                   | 84                 | 62           | Rope    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 33                   | 22                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 5%                 | Yes          |         |

This evil spirit can be found wandering the halls of many dungeons. They have the ability to bind you, so be on your guard.



## Magician

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 138                  | 145                | 90           | Thunder |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 187                  | 32                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 5%                 | Yes          |         |

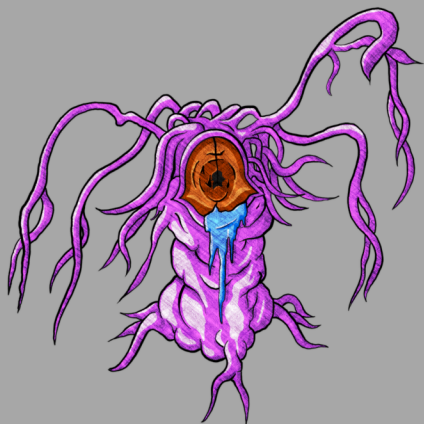
Powerful magicians that have no fear of most adventurers. They will approach you with complete disregard for their own well-being.



## Mammoth

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 180                  | 154                | 100          | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 125                  | 40                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 70%                  | 6%                 | Yes          |         |

These creatures seem to have been around since the very early days of Dezoris and continue to thrive in its very cold climates.



## Maneater

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 16                   | 12                 | 10           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 16                   | 12                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 100%                 | 6%                 | Yes          |         |

This carnivorous plant got its name from the people of Palma, who fear its insatiable hunger for flesh.





## Manticor

| Hit Points                                               | Attack             | Defense      | Ability |
|----------------------------------------------------------|--------------------|--------------|---------|
| 60                                                       | 53                 | 44           | Fire    |
| Conversation Methods<br>TELE / CHAT / Magic Hat / Sphere |                    |              |         |
| Meseta                                                   | Experience         | Item Found   |         |
| 49                                                       | 15                 | --           |         |
| Run Success Rate                                         | Likelihood of Trap | Can be Roped |         |
| 60%                                                      | 6%                 | No           |         |

The manticore is part lion, part scorpion, and part bat. It will attack with its powerful tail and magic abilities.



## Marauder

| Hit Points                 | Attack             | Defense      | Ability |
|----------------------------|--------------------|--------------|---------|
| 135                        | 134                | 88           | Thunder |
| Conversation Methods<br>-- |                    |              |         |
| Meseta                     | Experience         | Item Found   |         |
| 173                        | 30                 | --           |         |
| Run Success Rate           | Likelihood of Trap | Can be Roped |         |
| 70%                        | 6%                 | Yes          |         |

This fully armored fighter is on the side of Lassic. If you come into contact with them, you will want to do whatever you can to stay away from them.



## Marman

| Hit Points                 | Attack             | Defense      | Ability |
|----------------------------|--------------------|--------------|---------|
| 58                         | 67                 | 50           | --      |
| Conversation Methods<br>-- |                    |              |         |
| Meseta                     | Experience         | Item Found   |         |
| 43                         | 14                 | --           |         |
| Run Success Rate           | Likelihood of Trap | Can be Roped |         |
| 50%                        | 6%                 | Yes          |         |

Marman is a fishlike creature that has adapted to the harsh conditions found in the toxic regions of Palma.



## Medusa

| Hit Points                 | Attack             | Defense      | Ability |
|----------------------------|--------------------|--------------|---------|
| 200                        | 166                | 103          | Petrify |
| Conversation Methods<br>-- |                    |              |         |
| Meseta                     | Experience         | Item Found   |         |
| 194                        | 50                 | Lacanian Axe |         |
| Run Success Rate           | Likelihood of Trap | Can be Roped |         |
| 60%                        | 0%                 | Yes          |         |

This creature of legend has the ability to turn any onlooker into stone. Do not approach without the proper protection of a mirror shield.



## N. Farmer

| Hit Points                                                      | Attack                   | Defense             | Ability |
|-----------------------------------------------------------------|--------------------------|---------------------|---------|
| 38                                                              | 37                       | 37                  | --      |
| Conversation Methods<br>Talk / TELE / CHAT / Magic Hat / Sphere |                          |                     |         |
| Meseta<br>8                                                     | Experience<br>5          | Item Found<br>Cola  |         |
| Run Success Rate<br>70%                                         | Likelihood of Trap<br>0% | Can be Roped<br>Yes |         |

This native of Dezoris is another mostly peaceful inhabitant. You are better off just talking with them instead of fighting them.



## Nessie

| Hit Points                 | Attack                   | Defense             | Ability |
|----------------------------|--------------------------|---------------------|---------|
| 93                         | 126                      | 77                  | --      |
| Conversation Methods<br>-- |                          |                     |         |
| Meseta<br>101              | Experience<br>28         | Item Found<br>--    |         |
| Run Success Rate<br>80%    | Likelihood of Trap<br>5% | Can be Roped<br>Yes |         |

This slithering serpent has a powerful fire breath that rivals the dragons around Algol. If you decide to fight it, take it down quickly.



## Octopus

| Hit Points                 | Attack                   | Defense             | Ability |
|----------------------------|--------------------------|---------------------|---------|
| 90                         | 85                       | 68                  | --      |
| Conversation Methods<br>-- |                          |                     |         |
| Meseta<br>64               | Experience<br>20         | Item Found<br>--    |         |
| Run Success Rate<br>75%    | Likelihood of Trap<br>5% | Can be Roped<br>Yes |         |

This creature is known for its ability to quickly sink ships that are sailing on the open seas.



## Owlbear

| Hit Points                 | Attack                   | Defense             | Ability |
|----------------------------|--------------------------|---------------------|---------|
| 18                         | 22                       | 18                  | --      |
| Conversation Methods<br>-- |                          |                     |         |
| Meseta<br>12               | Experience<br>5          | Item Found<br>--    |         |
| Run Success Rate<br>60%    | Likelihood of Trap<br>5% | Can be Roped<br>Yes |         |

Owlbears often lurk in the forests of Palma around Scion. They are not too difficult of a foe for experienced fighters.





## Reaper

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 185                  | 135                | 102          | Help    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 254                  | 30                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 20%                | Yes          |         |

This dark creature wields a powerful axe and is not afraid to use it. If you are discovered, he will attack quickly and efficiently.



## Rd. Dragon

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 175                  | 160                | 105          | --      |
| Conversation Methods |                    |              |         |
| TELE / Sphere        |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 193                  | 65                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 6%                 | No           |         |

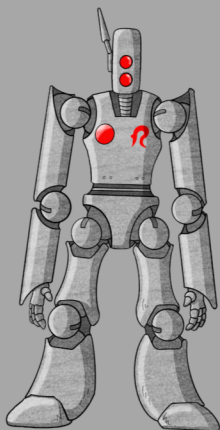
The Red Dragon has a fire breath hot enough to set anything ablaze, including the flesh of adventurers.



## Rd. Slime

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 29                   | 37                 | 25           | Rope    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 31                   | 11                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 60%                  | 6%                 | Yes          |         |

The red slime is one of the most annoying of all the slimes. It has the ability to paralyze its prey with the venom that makes up its body.



## Robotcop

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 110                  | 135                | 90           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 156                  | 25                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 40%                  | 6%                 | No           |         |

This robotic police force was created to obey Lassic and his directives only.



## Saccubus

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 255                  | 150                | 250          | Rope    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 0                    | 10                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 0%                   | 0%                 | No           |         |

This creature is the face of nightmares. The day Alis visited the Motavian Governor she saw this. Could it have been a premonition of what was to come?



## Sandworm

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 82                   | 107                | 63           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 129                  | 20                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 60%                  | 6%                 | Yes          |         |

Another invertebrate that lives under the sands of Motavia. Be careful, for every step you take in the desert may be your last.



## Scorpion

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 12                   | 14                 | 12           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 13                   | 4                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 6%                 | Yes          |         |

The scorpions on Palma have been known to flap their wings so rapidly that they cause damage to their prey's hearing.



## Scorpius

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 22                   | 25                 | 20           | Rope    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 27                   | 8                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 40%                  | 6%                 | Yes          |         |

Another classification of scorpion lives in Algol. This one has a poison in its tail that can cause its foes to become paralyzed for a short period of time.





## Serpent

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 80                   | 100                | 66           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 96                   | 23                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 70%                  | 6%                 | Yes          |         |

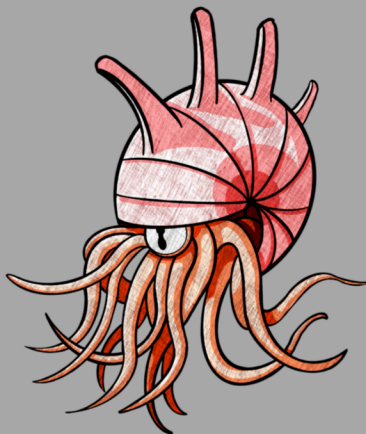
Serpents have been seen over large bodies of water or deep within damp caves.



## Shadow

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 165                  | 172                | 104          | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 0                    | 60                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 0%                   | 5%                 | Yes          |         |

This is more than a mere shadow; he is a robotic creature that was created to guard Lassic himself.



## Shelfish

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 62                   | 77                 | 52           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 46                   | 46                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 90%                  | 8%                 | Yes          |         |

These shelled monsters can be found along the shorelines of many bodies of water. They will emerge from their shell only to attack.



## Skeleton

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 53                   | 58                 | 41           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 25                   | 13                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 6%                 | Yes          |         |

An undead warrior that seems to have the bone structure of a Palman. These creatures are not worth reasoning with, take them down however you can.



## Skull-En

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 57                   | 75                 | 53           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 37                   | 18                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 70%                  | 5%                 | Yes          |         |

This living dead creature lives mostly in desert areas of Motavia. Keep clear of its powerful strikes.



## Sorcerer

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 110                  | 121                | 74           | Fire    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 120                  | 26                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 20%                | Yes          |         |

Sorcerers have no remorse and will attack anyone who approaches. Be careful, as it can attack multiple times at once.



## Sphinx

| Hit Points                       | Attack             | Defense      | Ability |
|----------------------------------|--------------------|--------------|---------|
| 78                               | 80                 | 54           | --      |
| Conversation Methods             |                    |              |         |
| CHAT / TELE / Magic Hat / Sphere |                    |              |         |
| Meseta                           | Experience         | Item Found   |         |
| 58                               | 21                 | Flash        |         |
| Run Success Rate                 | Likelihood of Trap | Can be Roped |         |
| 80%                              | 5%                 | No           |         |

The living myth, the sphinx. You can learn much from this creature, as it is as old as time, but don't wait too long; otherwise, it will attack.

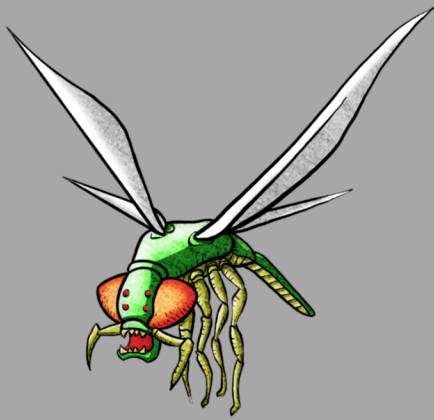


## Stalker

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 79                   | 90                 | 75           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 87                   | 22                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 90%                  | 6%                 | Yes          |         |

This skeleton warrior seeks only to destroy; though it may have eyes, it houses no soul.





## Swarm

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 8                    | 13                 | 9            | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 3                    | 2                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 100%                 | 5%                 | Yes          |         |

This flying pest lives on Palma. They are not much of a threat—more of a nuisance than anything.



## Tarantul

| Hit Points                       | Attack             | Defense      | Ability |
|----------------------------------|--------------------|--------------|---------|
| 50                               | 50                 | 43           | Rope    |
| Conversation Methods             |                    |              |         |
| TELE / CHAT / Magic Hat / Sphere |                    |              |         |
| Meseta                           | Experience         | Item Found   |         |
| 51                               | 10                 | --           |         |
| Run Success Rate                 | Likelihood of Trap | Can be Roped |         |
| 60%                              | 15%                | Yes          |         |

This arachnid can understand humans with the ability to use CHAT or a magic hat. But watch out; they have the ability to bind you with their web.



## Tarzimal

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 125                  | 120                | 100          | Fire    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 0                    | 0                  | Frad Mantle  |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 0%                   | 0%                 | No           |         |

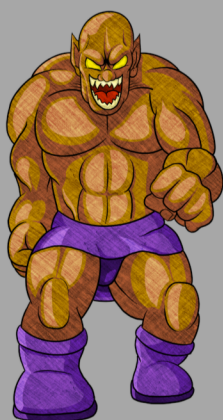
This is the man responsible for training Noah in his ability to use magic. Though he has grown older, he is still a formidable opponent.



## Tentacle

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 118                  | 118                | 87           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 98                   | 27                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 70%                  | 5%                 | Yes          |         |

This octopus species has adapted to its environment and can live in the hazardous regions of Palma. It will attempt to keep you from escaping its grip.



## Titan

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 190                  | 146                | 97           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 138                  | 32                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 13%                | Yes          |         |

This is the guardian of the aeroprism can be found in the depths of the aeroprism cave on Skure.



## Vampire

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 67                   | 68                 | 46           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 71                   | 15                 | Flash        |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 80%                  | 5%                 | Yes          |         |

These bats are nocturnal creatures. They are often found carrying flash; it's thought that they are stealing them in an attempt to rid the world of light.



## Werebat

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 50                   | 37                 | 35           | Help    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 63                   | 11                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 6%                 | Yes          |         |

These giant bipedal bats live in forests on Palma, but have been spotted elsewhere in the land.



## Wt. Dragon

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 200                  | 180                | 104          | --      |
| Conversation Methods |                    |              |         |
| TELE / Sphere        |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 234                  | 75                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 60%                  | 6%                 | No           |         |

The white dragon lives in colder climates, but it still has the fiery breath of its bretheran. Making it a destructive creature on Skure.





## Wight

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 50                   | 64                 | 48           | Rope    |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 40                   | 18                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 70%                  | 5%                 | Yes          |         |

This creature has the ability to bind its foes with magic. If you are going to fight it, make sure you move quickly.



## Wing Eye

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 11                   | 12                 | 10           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 6                    | 2                  | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 6%                 | Yes          |         |

This bat-like creature is very sensitive to light, so it hides out mostly in forested areas around Camineet on Palma.



## Wyvern

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 110                  | 123                | 84           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 125                  | 26                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 50%                  | 5%                 | Yes          |         |

This winged serpent is extremely powerful and has been seen using its body as a means to squeeze the life out of its prey.



## Zombie

| Hit Points           | Attack             | Defense      | Ability |
|----------------------|--------------------|--------------|---------|
| 87                   | 108                | 58           | --      |
| Conversation Methods |                    |              |         |
| --                   |                    |              |         |
| Meseta               | Experience         | Item Found   |         |
| 125                  | 26                 | --           |         |
| Run Success Rate     | Likelihood of Trap | Can be Roped |         |
| 60%                  | 6%                 | Yes          |         |

Mindless creatures that wander about in their environments with no goal but to feed, nothing but the primal urge to feed.

## History of Phantasy Star

Phantasy Star, a revolutionary video game franchise with a rich legacy that spans from its humble 8-bit beginnings to its current standing as a prominent name in the world of role-playing games. Developed by Sega and released in 1987 (in Japan), Phantasy Star quickly became a game-changer in the RPG genre. With its innovative gameplay mechanics, and technical advancements, it captured the hearts of gamers worldwide. Over the years, Phantasy Star has evolved and expanded its legacy. From the 8-bit era to modern platforms, the franchise has continued to innovate and captivate audiences. Today, Phantasy Star remains a beloved name, celebrated for its engaging imaginative worlds and memorable characters.

From its groundbreaking beginnings to its current status as a revered franchise, Phantasy Star has continuously pushed boundaries and embraced new gaming experiences. Whether playing the classic titles that defined a generation or embarking on new adventures in the online realm, fans continue to be captivated by the enduring legacy of Phantasy Star. Its impact on the RPG genre is undeniable, and it stands as a shining example of how a series can evolve and maintain its relevance over time. Phantasy Star's legacy is a testament to its lasting influence and its ability to captivate the imaginations of gamers for decades.

Let us embark on a journey as we delve into the mesmerizing history of the Phantasy Star series. In the following pages, we'll take you through time and space, unveiling the evolution and impact of this iconic franchise. So sit back, relax, and prepare to immerse yourself in the enthralling tale of Phantasy Star. Enjoy the ride!

### Phantasy Star - 1987 Sega Mark III



Phantasy Star's story will immerse players in a tale of vengeance, political intrigue, and the fight for freedom. As players progress through the game, they witness Alis' growth and encounter memorable characters who join her cause. Though it may not seem like much by today's standards, its story line, character design, and graphical prowess set a new standard for RPGs, showcasing the power of what home console RPG gaming could be.

The game mechanics of Phantasy Star pushed the boundaries of what RPGs could achieve in the late 80s. Its turn-based combat system allows players to strategically control multiple characters, choosing from various actions such as attacking, defending, using items, or casting magic spells.

This strategic element requires players to carefully consider their options and adapt to different enemy encounters.

In addition to combat, Phantasy Star features exploration and navigation. Players venture through diverse environments, including towns, dungeons, and the overworld, interacting with non-playable characters to acquire vital information. This adds depth to the gameplay, immersing players and rewarding their curiosity thorough exploration.

One of the standout features of Phantasy Star is its 3D dungeons. These visually stunning mazes provide a unique perspective, adding depth and immersion to the gameplay. The inclusion of 3D dungeons was a significant leap forward in graphical capabilities at the time, creating a sense of wonder and challenge as players navigate through complex environments.

Phantasy Star's impact on the RPG genre cannot be overstated. It paved the way for a franchise that still continues to captivate players to this day.





# Phantasy Star Legacy

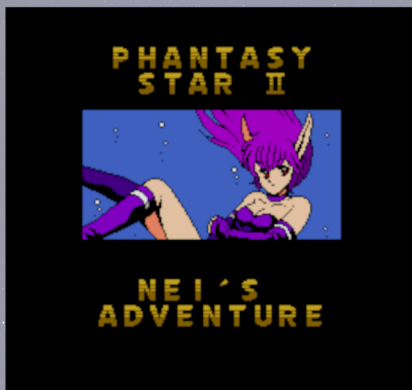
## Phantasy Star II - 1989 Mega Drive



Phantasy Star II was the highly anticipated sequel to the original Phantasy Star on the Sega Master System. Originally released in 1989 for play on the Japanese Mega Drive, the game continued the sci-fi adventure 1,000 years after its predecessor. However, its short development time led to some disappointing changes. The removal of the impressive 3D dungeons, which had captivated players in the first game, was a notable letdown. Additionally, the game suffered from an excessive amount of unnecessary level grinding required to progress, along with obscure dungeon designs. Despite these setbacks, Phantasy Star II managed to enchant gamers with its improved graphics, expanded gameplay, deeper narrative, and larger cast of characters. Players embarked on a thrilling journey across multiple planets, uncovering a sinister conspiracy that once again threatened the Algol Star System.



## Phantasy Star II Text Adventures - 1989-1990 Mega Drive



Text Adventures is a series of text-based games that were available for download using the Mega Modem on the Sega Game Toshokan service in Japan. These fascinating games were inspired by Phantasy Star II, with the intention of expanding the game's universe through immersive storytelling and puzzle solving. Despite their modest graphics, these



text adventures provided players with a distinct chance to explore the vast Phantasy Star world, encountering additional quests and challenges alongside the main console release.

The Phantasy Star II Text Adventure series encompassed eight individual games, each one is centered around one of the eight main characters from Phantasy Star II. This allowed gamers to delve deeper into the Phantasy Star universe, unveiling untold stories that the second game couldn't fully explore on its own. Despite the declining popularity of text-based games in the 1990s, the Phantasy Star II Text Adventures stand as a testament to the creative and innovative essence of early interactive storytelling within the gaming industry. Unfortunately, these games never received an official release outside of Japan during the peak of 16-bit era. However, passionate fan translations have emerged, aiming to make these titles accessible to English-speaking audiences across the world. If you are interested in giving them a try, they are not difficult to locate.





## Phantasy Star III: Generations of Doom - 1990 Mega Drive



Generations of Doom is the third installment in the beloved Phantasy Star series. It introduces a unique concept where players follow three generations of characters and make choices that shape the narrative. Despite the game being developed under tight deadlines, the team managed to showcase the game's intriguing story mechanics.

Phantasy Star III marked a dramatic shift for the series. Gone were the fantastical

graphics and animations of its predecessors, replaced with a more grounded visual style depicting stark environments. The turn-based battle system was also overhauled, now featuring enemy parties split across two rows. Combat flows faster without elaborate animations, yet other aspects slow the pace, like sluggish walking speed and excessive backtracking. Reviews at launch presented a mixed reception. While some praised the engrossing narrative, others critiqued elements of the gameplay and presentation. Despite divisive opinions, Phantasy Star III remains a remarkable entry in the franchise, blending innovative features that appealed to longtime fans.



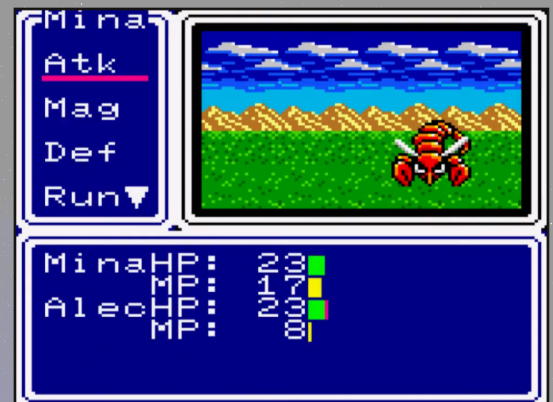
## Phantasy Star Gaiden - 1992 Game Gear



Set on the planet Copto, the story for Phantasy Star Gaiden follows the journey of Alec and Mina as they venture to save Alec's father from the clutches of the Daedelus bandits. Filled with exploration, battles, and secrets waiting to be unveiled, Phantasy Star Gaiden offers players a captivating RPG experience within the expansive universe of the franchise. Although its release was limited to Japan, devoted

fans took it upon themselves to create an unofficial translation patch, granting English-speaking players access to the game's unique story and gameplay.

Despite its modest presence in the gaming landscape, Phantasy Star Gaiden remains a significant part of the Phantasy Star legacy. With its inclusion of familiar characters like Alis Landale, the game adds depth to the series' lore. While it may not have received the international recognition it deserved, Phantasy Star Gaiden holds a special place among enthusiasts who appreciate its contributions to the rich tapestry of the Phantasy Star series.





# Phantasy Star Legacy

## Phantasy Star Adventure - 1992 Game Gear



Phantasy Star Adventure, released exclusively for the Sega Game Gear in 1992, is a unique puzzle adventure game within the Phantasy Star series of games. Players assume the role of an unnamed agent from Paseo who sets out on a mission to investigate the disappearance of his scientist friend, on the planet Dezoris. The game features a departure from the roll-playing game format of its predecessors, incorporating artwork to depict scenes and locations. Players navigate through various environments, interact with characters, and solve puzzles to uncover the truth behind the mystery.

Phantasy Star Adventure is a short game, but it pulls in players with its fascinating storyline. Reviews of the game were split, however it remains a distinctive entry in the Phantasy Star series as a unique spin-off. By combining puzzle solving gameplay with adventure elements, Phantasy Star Adventure gives fans of the franchise a chance to explore a different aspect of the Phantasy Star universe. This makes Phantasy Star Adventure stand out as a special experiment within the beloved sci-fi saga.



## Phantasy Star IV The End of the Millennium - 1993 Mega Drive



This is the final installment in the Algal series. It was initially planned for release on the Sega CD but later shifted to the Genesis. The story takes place 1,000 years after the events of Phantasy Star II and 1,000 years before Phantasy Star III. It follows the journey of Chaz and his mentor Alys as they investigate the ecological crisis plaguing Motavia and the emergence of violent biomonsters. Their quest leads them to uncover

the sinister plans of Zio who seeks to annihilate the Algal Star System. Combining exploration, NPC interaction, and turn-based combat, Phantasy Star IV introduces innovative gameplay features such as combination techniques as well as macros.

Phantasy Star IV received widespread acclaim for its immersive storytelling, diverse cast of characters, and anime style cutscenes. As the final game in the Algal series, it brought the overarching narrative to a satisfying conclusion while incorporating elements from its predecessors. Phantasy Star IV remains a beloved classic.





## Phantasy Star Online Ver. I & II - 2000 Dreamcast



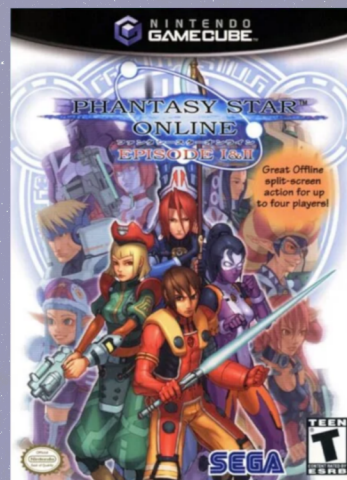
Developed by Sonic Team and published by Sega, Phantasy Star Online (PSO) introduced the concept of online RPGs to console gaming. Under the visionary leadership of Sega chairman Isao Okawa, Sonic Team embarked on creating a flagship online game for the Dreamcast console. The

team drew inspiration from popular western RPGs like Diablo, Ultima Online, and EverQuest to develop an engrossing online experience.

PSO transported players to the uncharted planet of Ragol, where they assumed the roles of courageous adventurers. Players could choose from a variety of races and classes, each with distinct abilities and playstyles. The game offered a seamless blend of real-time combat, exploration, and questing. Engaging in battles against hordes of enemies and acquiring valuable loot became a thrilling and addictive experience for players.

What truly set PSO apart was its innovative online multiplayer functionality. It allowed players to team up with three others over the internet, fostering a sense of community and cooperation. The game's communication system, featuring preset phrases and custom emoticons, facilitated cross-language interactions among players from around the world, or gamers could purchase a keyboard that was designed for the Dreamcast so they could have full communication with other players.

PSO received widespread acclaim for its gameplay and immersive online experience. Critics praised its innovative approach to multiplayer gaming, while acknowledging its impact on the RPG genre. The game garnered numerous awards, including the prestigious Japan Game Award for "Game of the Year," solidifying its status as a landmark console game.



Building upon its initial success, PSO expanded with additional content and re-releases. Phantasy Star Online Ver. 2 introduced new features, quests, and improvements to enhance the gameplay experience. The game's popularity led to ports on other platforms, including GameCube and Xbox, under the subtitle Episode I & II.

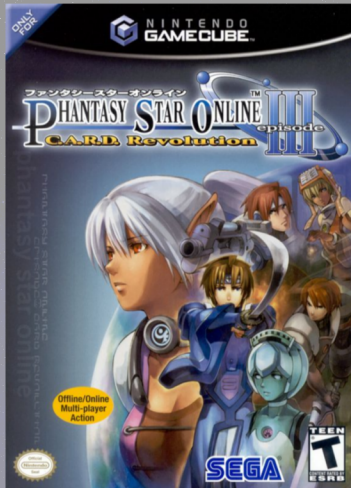
While Sega decommissioned the official servers for PSO in 2010, dedicated fans have kept the game alive on private servers. The enduring community-driven support showcases the profound impact PSO had on players, who continue to relish its captivating gameplay and the camaraderie it fostered.

Phantasy Star Online shook up console RPGs with its groundbreaking online multiplayer gameplay. Exploring its immersive world cooperatively proved highly engaging and addictive. PSO introduced innovative features that impacted future titles. This landmark game demonstrated the potential of online connectivity on consoles to unite players. Fans fondly remember adventuring across Ragol together. Phantasy Star Online stands as a testament to the power of virtual communities brought together through online gaming. Its pioneering vision still resonates with gamers today.



# Phantasy Star Legacy

## Phantasy Star Online Episode III: CARD Revolution - 2003 GameCube



PSO Episode III embarked on a transformative journey of, veering away from the action RPG mechanics of its predecessors. Released to a wave of anticipation, the game introduced a turn-based collectible card game system that immersed players in a new dimension of strategic gameplay within the beloved Phantasy Star universe. This monumental shift in mechanics invited players to construct powerful

decks, meticulously selecting from an extensive array of cards representing a rich tapestry of items, abilities, and iconic characters from the vast Phantasy Star lore.

As with any innovative departure from established norms, the reception to Phantasy Star Online Episode III was as diverse as the player base itself. While some enthusiasts wholeheartedly embraced the card-based gameplay, reveling in the strategic depth and intricate mechanics it brought to the series, others yearned for the adrenaline-fueled battles and immersive exploration that had become hallmarks of the Phantasy Star Online franchise. Criticisms arose regarding the slower pace of battles and occasional shortcomings in offline gameplay, as expectations clashed with the bold new direction the game had taken.

Nevertheless, amidst the varying reception, Phantasy Star Online Episode III stood as a testament to the franchise's courage in pushing boundaries and embracing change. It exemplified the adaptability and versatility of the Phantasy Star universe, captivating a dedicated community of players who reveled in the complexities of deck-building and the strategic intricacies that unfolded within online multiplayer battles. While it diverged from its action RPG roots, the game nurtured a passionate following, drawn to the immersive multiplayer features and the unparalleled experience it offered within the distinct realm of tactical card-based gameplay.

In reflection, Phantasy Star Online Episode III: C.A.R.D. Revolution reveals itself as a profoundly immersive game worth exploring. Those who appreciate trading card games are likely to find it entertaining, while fans of the Phantasy Star universe may discover a new level of engagement. As a whole, PSOE3 stands as a symbol of the franchise's ability to evolve while maintaining the essence that captivated players from the beginning. It embodies the series' knack for captivating and surprising audiences with innovative gameplay mechanics, delivering a distinct and unforgettable experience within the expansive Phantasy Star series.





## Phantasy Star Online: Blue Burst - 2005 PC



Phantasy Star Online: Blue Burst stands as a significant entry in the renowned PSO series, carving its path through its exclusive release on the PC platform. With its arrival, Blue Burst invited PC gamers into the enchanting world of PSO, offering them a unique and immersive experience that distinguished it from its console counterparts.

One of the standout features of PSOBB was the introduction of Episode IV, a captivating expansion that increased the boundaries of the game's lore and universe. This new episode opened the doors to unexplored planets, granting players access to fresh quests, awe-inspiring environments, and thrilling adventures. It injected a renewed sense of excitement into this already amazing game, ensuring that players were continually engaged and enthralled.

The exclusivity of Blue Burst on PC provided several advantages over its console counterparts. Notably, the PC version showcased enhanced graphics and visuals, leveraging the power of the platform to deliver an awe-inspiring visual feast. Character models were more detailed, environments boasted greater intricacy, and textures were refined, immersing players in a world of stunning beauty and captivating aesthetics.

Moreover, the PC platform offered inherent advantages in terms of customization and flexibility. Players could fine-tune their gaming experience, leveraging various hardware configurations and settings to optimize performance and tailor the game to their preferences. The PC community also embraced the title's exclusivity, fostering a vibrant modding scene that birthed an array of fan-made content, including quests, modifications, and customizations, further enriching the gameplay experience.

The enduring legacy of Blue Burst on PC is attributed to the availability of private servers. When the official servers closed, dedicated fans took it upon themselves to keep the game alive by establishing private servers that faithfully recreated the Phantasy Star Online experience. These player-driven servers enabled



the community to relish in the game's content, forging new adventures, and sustaining the spirit of Blue Burst.

The exclusive release of Phantasy Star Online: Blue Burst on the PC platform brought a fresh and captivating experience to the franchise. With the inclusion of Episode IV, enhanced graphics, and a thriving online community, Blue Burst on PC stood out from its console counterparts. The game's allure continues to thrive as devoted fans immerse themselves in its rich content, modding opportunities, and explore the ever-expanding private server community, ensuring the lasting vitality of the final iteration of Phantasy Star Online known as Blue Burst.



# Phantasy Star Legacy

## Phantasy Star Universe - 2006 Playstation 2/PC/Xbox 360



This release marked Sega's second foray into the online multiplayer gaming scene. Set within the enigmatic confines of the distant star system named Gurhal, this expansive universe bore witness to the relentless struggle among three factions, locked in fierce combat over the dominion of the planet and its scarce resources.

Your journey begins by creating a character, followed by the pivotal choice of

allegiance to one of the distinct factions, a decision made following the culmination of the initial training missions. A diverse array of four primary races stood at the ready: Beast, Cast, Human, and Neuman. Yet, customization didn't stop there, as players could further tailor their avatars through the pursuit of diverse classes, ranging from the close-combat prowess of the sword-wielding fighter to the finesse of an expert sniper, and beyond. As the narrative unfolded, action-packed quests and monumental battles where you could find skill-enhancing loot. Collaborative missions against the relentless tide of adversaries imparted an exhilarating dimension to the gameplay.

However, the equation was not merely limited to the online play. PSU also offered an offline single-player campaign, complete with AI allies to guide solo adventurers. Still, the experience fell short of expectations for gamers that were devoted to the franchise. The recurring environments and adversaries left a sense of monotony, while the narrative seemed to pale in comparison to the inventive tapestry woven by previous installments. The ensuing reviews upon Phantasy Star Universe's debut were a mixed bag—a symphony of praise for its beautiful graphics and intricate character customization, counterbalanced by a chorus of critique citing the repetitiveness of missions, particularly within the single-player realm.

PSU's solo mode endeavored to encapsulate the storytelling prowess reminiscent of its Algol series predecessors. Despite the downfalls, players reveled in the camaraderie and exploits brought about by its online mode, weaving stories and friendships that they found within.



Then in 2008, the expansion pack "Ambition of the Illuminus" was released. This pivotal expansion unveiled an insidious new adversary—cultists whose menace demanded firm opposition. This addition unveiled fresh frontiers, each teeming with distinct challenges, from the dense, overgrown jungles to the icy expanse of tundras. New weapons and armor, and increasing the level cap from 100 to 200 injected renewed energy into the pursuit for dedicated players. This variety of novel content summoned the return of many fans, beckoning them back.

In retrospection, Phantasy Star Universe represented a bold stride for Sega, bridging the chasm between traditional solo narratives and the allure of the online universes. While the single-player campaign encountered its stumbling blocks, the binding of players within an ever-evolving online tapestry proved to be a stroke of success. The subsequent "Ambition of the Illuminus" expansion, like a phoenix reborn, addressed earlier misgivings and fostered a rekindled engagement. Amid the differing views of launch-day reviews, it garnered merit as a testament to the franchise's evolution, artfully venturing into a new era while nurturing a fresh trove of memories.



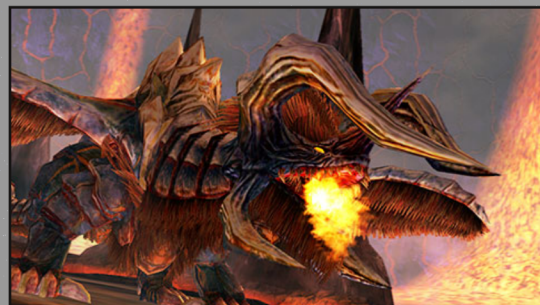


## Phantasy Star Portable - 2008 Playstation Portable



Phantasy Star Portable returns to the Gurhal Star System following threats from an alien invasion army known as SEED. The story follows a freshly trained rookie member of the GUARDIANS security force and their partner, a CAST android named Vivienne, as they work to eliminate the remaining SEED presence in the aftermath of the previous conflict. The plot presentation leaves much to be desired, relying solely on static character model images and dialogue boxes with no animated cutscenes to speak of.

Gameplay involves real-time combat with a wide variety of melee and ranged weapons that support different playstyles and loadouts for the player. While solo play is hampered by utterly incompetent AI partners, the local 4-player cooperative multiplayer mode is the ideal way to experience everything the game has to offer. This robust multiplayer component resonated with fans seeking a portable version of the Phantasy Star Online. Overall, Phantasy Star Portable continued the expansive narrative within the established Gurhal universe first introduced in previous console entries in the long-running sci-fi RPG series. The game garnered polarized reactions from critics upon release praising the satisfying core gameplay, but criticizing the cheap presentation and barebones delivery of the lackluster story. Regardless of story shortcomings, it sold very well initially in Japan, indicating clear enthusiasm amongst the fanbase for the PSP debut of the Phantasy Star franchise.



## Phantasy Star 0 - 2008 Nintendo DS



Phantasy Star 0 is an entry in Sega's acclaimed sci-fi fantasy Phantasy Star series, Featuring different storylines depending on your starting race, which intertwines into an epic narrative of crash-landed amnesiacs and extinct lunar species rising again. Gameplay involves battling monsters while undertaking missions like

rescuing a missing hunter after arriving in a city hub. Combat and exploration environments range from outdoor wilderness areas to indoor sci-fi corridors.

The game received high review scores in Japan, with praise for the controls, visual style, multiplayer connectivity, and depth of content. In the West reviews were more mixed, while still trending on positive. A mini spin-off version called Phantasy Star 0 Mini was released on DSiWare, featuring stripped-down arcade score attack gameplay. Even a flash mobile game called Go! Go! Hunters was released as part of promotional efforts. While not reaching heights of previous landmark Phantasy Star titles, Phantasy Star 0 brought the series to a new platform and expanded its gameplay formula into the handheld market. It still maintains a cult following among sci-fi RPG enthusiasts.





# Phantasy Star Legacy

## Phantasy Star Portable 2 - 2009 Playstation Portable



Phantasy Star Portable 2 continues the narrative established in the first Phantasy Star Portable game. The story picks up 3 years after the events of the previous title, with humans having defeated the threat of the SEED invasion. However, resources in the Gurhal system are now depleted, leading to a plan to migrate using sub-space sailing technology. You'll join Little Wing, mercenary group on a space colony resort, as the gates mysteriously close, trapping you and a partner. This sets up the adventure as you take on missions across planets in the Gurhal system. The expanded universe and characters were seen as endearing, if a bit clichéd.



Phantasy Star Portable 2 received average reviews when it was released. Critics praised the amount of content, customization options, and online multiplayer capabilities as positives. The ability to change class and skills at any time was also appreciated. However, the core gameplay and missions were seen as repetitive and lacking variety, with bland environments and objectives. The story and characters were viewed as serviceable but not groundbreaking. While not considered a major breakthrough, it offered fans more of what they enjoyed in the original Phantasy Star Portable, now with the added benefit of online cooperative play. The combat provided a good challenge requiring grinding and practice. Overall, the game succeeded more as a continuation of the franchise rather than innovating substantially on the formula, appealing heavily to niche RPG fans.

## Phantasy Star Portable 2 Infinity - 2011 Playstation Portable



Phantasy Star Portable 2 Infinity offers an expansive new adventure with numerous improvements over the original PSP2. Firstly, Infinity includes an entirely new storyline taking place one year after the second game, allowing players to continue the epic saga. There is also a new playable Duman race, areas to explore, enemies to battle, and a "rebirth" system to develop your character. Gameplay has been rebalanced to improve weaker skills and equipment, while new quality of life features like increased storage and item locking streamline inventory management. With three times as many weapons and double the multiplayer frame rate, Infinity also adds substantive mechanical and technical upgrades. Most importantly, the new Infinity Mission system provides customizable, semi-random battles to test your skills. Given the abundance of new content and features, Phantasy Star devotees will find this definitive edition on PSP an essential experience.



Infinity offers an opportunity to enjoy one of the best entries in this franchise. Between the real-time combat, multiplayer features, deep character building, and extensive loot, it blends the best aspects of MMORPGs, hack-and-slash games, and dungeon crawlers in a portable package. Plus, with the high-quality fan translation patch, English speakers can finally play this amazing expanded version of Phantasy Star Portable 2. Both fans and newcomers alike should give Infinity a chance to see why it's considered one of the greatest action RPGs on the Playstation Portable.





## Phantasy Star Online 2 - 2012-2019 PC/Vita/PS4/Switch/XB-One/XB Series X/S



Phantasy Star Online 2 (PSO2) is a free to play online action RPG and installment in the Phantasy Star series. It was first released for Windows PCs in Japan in 2012. Featuring a futuristic sci-fi setting where players take on the role of ARKS operatives who can use Photons to traverse the universe and battle alien enemies known as Falspawn.

The initial story, Episode 1, follows the player character and their partner Afin as they graduate from the ARKS Cadet program and

investigate increasing Falspawn attacks across several planets. These planets include Naverius, an icy world trapped in eternal winter; Lillipa, a desert planet home to rabbit-like Lillipans; and Amduskia, a volcanic planet with floating islands inhabited by dragonfolk. During their missions, a mysterious foe named Luther is uncovered as the secret leader of ARKS.

Episode 2, released in 2013, continues and expands Luther's story arc as he attempts to assimilate his creator Xion to try and gain omniscience. The player travels through time and space to foil his plans. Luther eventually becomes corrupted by power and transforms into the Dark Falz enemy known as Luther, possessing the Oracle Mothership. The player and allies defeat him in an epic battle.

Episode 3 launched in 2014 and added the new planet Harukotan, modeled after a taijitu symbol and split between two feuding factions. It concludes the Luther storyline and introduces Persona, an alternate reality version of the player character with mysterious motives. A new cosmic threat called the Profound Darkness is also established.

Episode 4 came in 2016 with Earth as a brand new explorable location. The story is set 1 year after the anime adaptation and focuses on a VR game called Phantasy Star Online 2 being used as espionage tool on Earth. In the same year, a PlayStation 4 version was released in Japan, further expanding the console platforms.

Episode 5, launched in 2019, takes place in a black hole called Omega that serves as a gateway to the Akashic records. It re-introduces old enemies like Dark Falz bosses. The new threat is Elmir, an incarnation of Dark Falz Persona manipulating events.

Episode 6 debuted in 2020 and centers around a powerful new enemy called Shiva trying to revive the Profound Darkness and destroy the universe. It ultimately concludes the Dark Falz storyline after many years.

Through six episodes released over eight years, Phantasy Star Online 2 continually expanded its sci-fi story, settings, and platform availability from an initial PC release to eventually PS4. It evolved into an expansive online RPG universe.



In 2013, Phantasy Star Online 2 made a revolutionary leap from PCs to consoles with an eagerly anticipated PlayStation Vita release in Japan. This handheld version allowed players to dive into the Phantasy Star universe on the go, exploring new planets and battling enemies whether at home or on their daily commute. The Vita represented a milestone as the first console platform for PSO2, complementing the PC experience.

Over the next several years, the Vita saw expanded support with three new iteration releases as Sega continued optimizing and enhancing the portable PSO2 story and experience. However, with Sony ending Vita hardware production in 2019, Sega made the difficult decision to terminate online services for PSO2's Vita editions on August 19, 2020, closing the book on the groundbreaking handheld version that started it all. But the console foundation had been laid for PSO2's future.



# Phantasy Star Legacy

## Phantasy Star Online 2 es - 2013 Android/iOS



Beyond the reach of Western gamers, Phantasy Star ES remained exclusive to Japan, trapping its inventive gameplay within the region. This companion to the hit online RPG PSO2 blended swipe-driven combat with an engrossing single-player campaign. Players stepped into the shoes of a rookie ARKS officer on a covert manhunt across the cosmos. Under the command of Officer Seraphy, their mission is to uncover the whereabouts Dr. Cohen, who inexplicably vanished years ago alongside his bodyguard. Each new planet brought the operative closer to the truth as they searched for clues about the controversial researcher's unknown fate. Through action-based battles, the secrets of the disappearing scientist slowly came to light. For international fans, Phantasy Star ES became the game that got away. Yet for lucky Japanese gamers, it delivered a unique portable experience complementing the multiplayer action of Phantasy Star Online 2.

The core gameplay revolves around turn-based battles utilizing a unique chip system. Players can equip up to 5 chips at once containing abilities like Photon Arts, Resta techniques, and character summon chips to assist in real-time combat. Random enemy encounters occur on map paths during quests. Players are ranked on completion time and damage sustained, earning medals used to unlock rewards. There are 8 playable classes like Hunter, Ranger, and Force with some needing unlocking first. The mobile title connects to PSO2, allowing transferal of player experience, items, and progress between the two games. Overall, Phantasy Star ES provides fans an accessible single-player campaign experience complementing the multiplayer focus of PSO2.



## Phantasy Star Nova - 2014 Vita



Phantasy Star Nova is an expansive sci-fi action epic exclusive to the PlayStation Vita. Though set in the same vivid universe as Phantasy Star Online 2, Nova emphasizes an immersive standalone storytelling experience perfect for solo players.

After a disastrous crash landing, players find themselves stranded on the unpredictable planet Machia alongside 1,000 crew members. Appointed to the Arks Special Planetary Exploration Group. Your imposing task is to survive

Machia's harsh environments and establish a route back home. This monumental challenge proves difficult as Machia teems with hulking boss enemies called Gigantes. Players must utilize expert combat skills and a range of high-tech weaponry to overcome these intimidating foes. The journey follows the protagonist and their companions like Lutina, a steadfast young woman with mastery over magic, and Fildia, a courageous veteran leading the crew. Gameplay involves combing Machia's sprawling landscapes to complete story quests or optional side missions. Players can craft distinct weapons and discover new abilities to defeat Machia's dangers, including powerful anchor weapons called Piles which expose enemy weak points. With deep crafting systems, resource management, and gripping narrative threads, Phantasy Star Nova delivers a memorable solo adventure steeped in sci-fi action.





## Idola: Phantasy Star Saga - 2018 Android/iOS

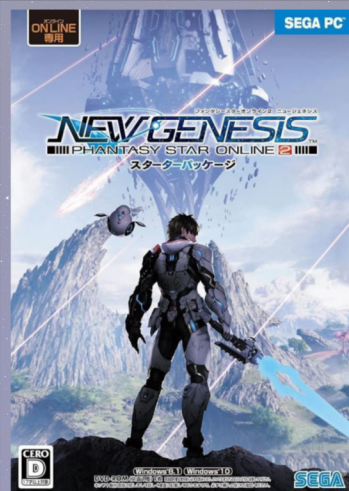


Idola: Phantasy Star Saga was a free-to-play mobile RPG developed by Sega to celebrate the 30th anniversary of their iconic franchise. The turn-based game allowed players to form parties from a huge roster of characters, aligned to either Lawful, Chaos, or Neutral. The deep combat system focused on managing Elemental Values to trigger spectacular moves called Elemental Blasts. Players could also switch between their Law and Chaos-aligned parties mid-battle to fully exploit enemy weaknesses.

The story for Idola followed heroes like the Stella and Uly against the invading Idola monsters, with their adventure told over multiple episodes. Players progressed by completing story quests, challenging event battles, and character-focused biography side missions. The progression system relied heavily on gacha mechanics, (Gacha games allow players to obtain items, characters, and cards, and the like, through random chance purchases to use in battles and challenges), with players utilizing both free and premium currency to obtain new characters and equippable Symbols to customize their parties. Additional systems like Destiny Divergence gave players further control over their characters' growth and abilities. Endgame activities provided new challenges for seasoned players, including difficult Idola boss battles and intense PvP Idolization raids. While troubled by a short lifespan that saw services ended by 2022, Idola brought the rich lore and tactical combat of Phantasy Star to mobile platforms. This game has seen an English translation available on the net via emulation.

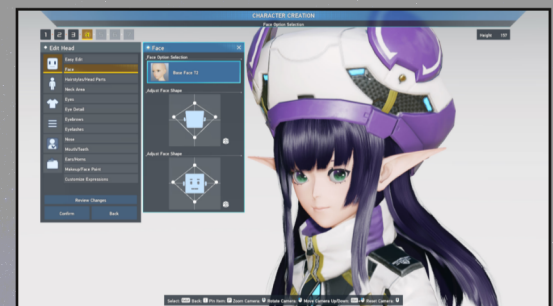


## Phantasy Star Online 2 - New Genesis - 2021 PC/PS4/Switch



Phantasy Star Online 2: New Genesis is the next chapter in the Phantasy Star Online 2 storyline, taking place 1000 years after the events of the original game. It will launch as its own separate game alongside the original PSO2, acting as a sequel while still allowing players to enjoy the first game. New Genesis features a new story with mysterious enemies called DOLLS, although it may still tie back to the Falspawn threat. The game engine is being completely overhauled with new graphics, gameplay systems, and more open world exploration. This means much more mobility, dynamic weather/time of day, deeper character customization, and a shift away from instance-based missions.

While New Genesis is a new game, player accounts and certain content will carry over from PSO2. However, stats, items, and progress won't transfer over in order to balance the revamped systems. The combat will remain action-oriented but with more modern and mobile mechanics. Overall, New Genesis represents the next evolution for PSO2 - improving on repetitive and outdated aspects of the original while continuing the epic sci-fi storyline. It's shaping up to breathe new life into the franchise by transforming it into a more immersive, dynamic, and exciting online RPG experience. Longtime fans have a lot to be excited for with this ambitious new chapter that retains the spirit of Phantasy Star Online 2.





# Phantasy Star Legacy

## Phantasy Star Eternal - 2010 & 2011 Android/iOS



Two online social games that deserve mention, even if they are not substantial enough to warrant their own full articles, are Phantasy Star Eternal Hunters and its sequel Phantasy Star Eternal Planets. Hosted on Yahoo's Japanese Mobage Town platform starting in 2010, these games that were designed for mobile platforms but were also able to be played on web browsers. Both of these tie-ins to the Phantasy Star franchise allowed players to explore menu-driven worlds that incorporated their real-world locations through GPS.

Obscure entries in the beloved Phantasy Star franchise, Phantasy Star Eternal Hunters and its follow-up Phantasy Star Eternal Planets brought innovative ideas about integrating real-world geography and social connectivity into the virtual realm. These spin-offs sought to fuse location-based gameplay with the Phantasy Star universe.

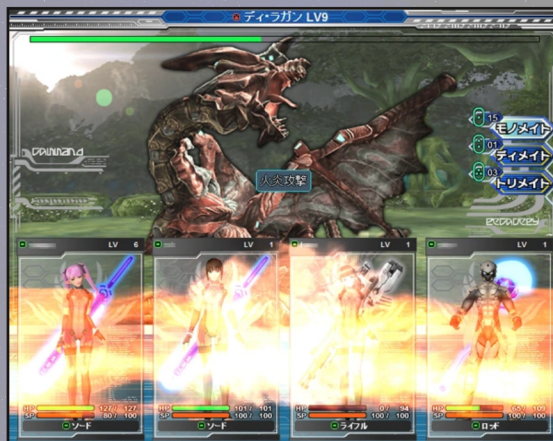
In Eternal Hunters, players could customize an avatar and explore an overworld map filled with resources to collect. Turn-based combat occurred randomly, with enemy encounters determined by proximity to certain GPS coordinates. Special live events encouraged national travel, inviting users across Japan to visit specified cities and collaborate in defeating elite bosses. Rewards included rare virtual loot and product codes for the main Phantasy Star Portable series.

Eternal Planets, its sequel which was released in 2011, expanded on these concepts with new features like auto-battling and a player-versus-player arena for dueling other gamers' teams. While limited in scope compared to a full RPG, the quick session-based gameplay and ever-changing world based on real locations created an innovative fusion of digital and physical realities.

However, the limitations of the platform and time period also restricted these ambitious games. Primitive smartphone capabilities meant basic visuals and menus compared to a dedicated gaming device. Server costs proved prohibitive over time, leading to closure by 2012. Still, Eternal Hunters and Planets displayed remarkable foresight in applying geolocation, social gaming, and mobile connectivity to transform the traditional gameplay landscape.

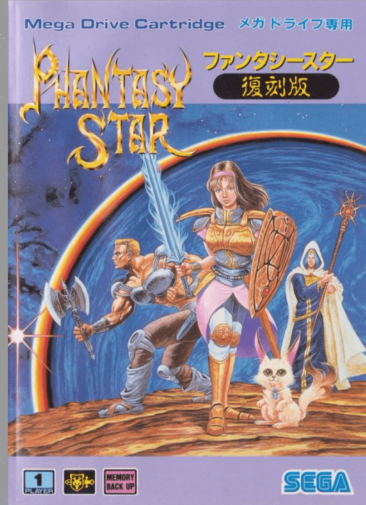
Developers cleverly wrapped these groundbreaking mechanics in the rich lore of Phantasy Star, allowing fans to adventure in a beloved fictional universe blended with their own neighborhoods and cities. The social events built community, bonding players as they collaborated towards shared rewards. In many ways, Eternal Hunters and Eternal Planets pushed innovations that would later define mobile gaming, from real-world integration to always-online persistence.

While fleeting relics today, these imaginative offshoots demonstrated possibilities beyond the technical constraints of their era. Phantasy Star Eternal Hunters and Planets highlighted the medium's future by fusing vibrant virtual fantasy with geographic reality through gameplay. Their spirit lives on in modern titles that build on the same pioneering vision.





## Phantasy Star Re-Releases



Over its storied history, the groundbreaking Phantasy Star RPG franchise has seen numerous re-releases and compilations worthy of attention from dedicated fans and collectors.

One of the earliest was 1994's Phantasy Star Fukkokuban, exclusively released in Japan for the Sega Mark III. This mysterious re-release contained the 8-bit version of the original Phantasy Star ported to a Mega Drive cartridge. Through the Mega Drive's backwards compatibility with the Mark III hardware, the Mark III's Z80 processor enabled this crossover release. Rumors speculate Phantasy Star Fukkokuban may have been a Japanese contest giveaway or promotional item.

Four years later in 1998, Sega published the Japan-exclusive Phantasy Star Collection on the Saturn. This compilation featured faithful ports of the first four mainline Phantasy Star titles, left unchanged from their original versions as opposed to enhanced remakes. To pad out the compilation, the collection also included videos of Japanese TV commercials for each game's original release, adding further nostalgic value for fans.



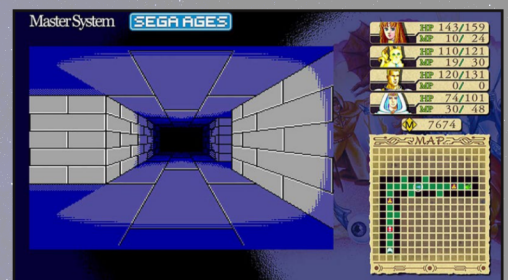
In 2002, the Game Boy Advance received its own Phantasy Star Collection, developed by Digital Eclipse. While featuring adapted ports of Phantasy Star 1-3 optimized for the GBA's compact resolution, this compilation drew criticism for omitting the beloved fourth entry Phantasy Star IV. Further frustrating players was a glitch that could freeze gameplay when saving, requiring full restarts from the last save point. This glitch could be avoided by knowing the specific trigger conditions, but nonetheless annoyed players.



2008 then saw the Japanese release of Sega Ages 2500 Vol. 32: Phantasy Star Complete Collection for PlayStation 2. Billed as the ultimate Phantasy Star compilation, it included enhanced ports of the entire core Phantasy Star series with graphical improvements and quality of life additions like adjustable walking speed and difficulty settings. The collection also incorporated Phantasy Star II's rare text adventure spin-offs, as well as Phantasy Star Adventure and Phantasy Star Gaiden as unlockable extras.



Finally in 2018, the Phantasy Star series saw its most modern and accessible re-release yet with Sega Ages Phantasy Star for the Nintendo Switch. This version left the 1987 original completely intact while implementing an abundance of new convenience features. These included auto-mapping to automatically chart the dungeons, removing the need for manual mapping. Other quality of life enhancements adjustable difficulty levels, and the ability to uncover hidden doors on the map made this the ideal way to let newcomers enjoy the classic.



For passionate Phantasy Star fans, these many compilations provide nostalgia and the ultimate way to re-experience the series' pioneering sci-fi RPG adventure. Each new release adds modernizations that introduce the enduring franchise to new generations. Over 30+ years and counting, Phantasy Star's legacy endures through its memorable re-releases.



# Phantasy Star Legacy

## Phantasy Star Generation 1 - 2003 Playstation 2



Phantasy Star Generations 1 is a remake of the original Phantasy Star for PS2. The influential 8-bit RPG had issues with balance, interface, and punishing difficulty. This remake keeps the setting and story while modernizing gameplay. The combat is rebalanced so your party feels stronger. GUI improvements and new items reduce frustration. The graphics are upgraded with detailed sprites, animations, and environments,

retaining the retro feel. There are some weaknesses like repetitive sounds and similar weapon designs. But the remake remains faithful while improving gameplay and presentation. Though, fans of the original game may be put off by some of the changes.

This remake keeps the epic sci-fi fantasy world while fixing balance, interface, and difficulty issues. Combat, graphics, and music are all enhanced. Despite the repetitive sounds and designs, this remake is faithful while modernizing. This game was only released in Japan but with a translation patch English speaking gamers can enjoy it as well.



## Phantasy Star Generation 2 - 2005 Playstation 2



Phantasy Star Generations 2 is a remake of the classic sci-fi RPG Phantasy Star II originally released for the Sega Genesis. This remake polishes the 16-bit game in nearly every way while keeping the core experience intact. The gameplay has been updated with streamlined menus, faster walking speed, new combat abilities like limit breaks, and quality of life improvements. However, the challenging dungeons, brutal difficulty, and satisfying retro gameplay remain. The story, considered a masterpiece in its time, has been expanded with new dialogue and cutscenes that enhance the mysteries and character interactions. The graphics are excellent, featuring colorful, detailed sprite-based visuals that bring the futuristic setting to life. With 30-40 hours of gameplay and extra replay value from multiple endings and party combinations, Phantasy Star Generations 2 is the definitive version of this seminal Genesis RPG. Though it was only released in Japan fans have translated this classic remake so English speaking fans can enjoy it as well.





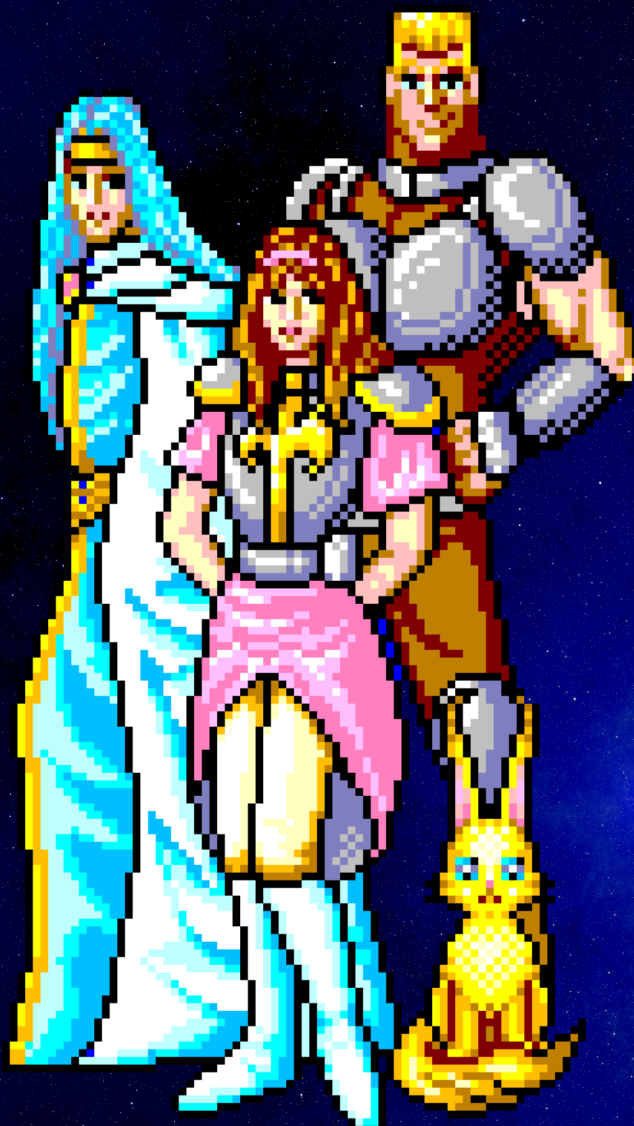
## The Saga Continues...

The Phantasy Star series burst onto the gaming scene like a supernova, forever changing the RPG landscape with its brilliant light. Born from a visionary spark to immerse players in interactive fantasy worlds, Phantasy Star revolutionized the genre and set the stage for all that followed.

When the first game launched alongside Final Fantasy in 1987, it was lightyears ahead - a quantum leap forward that made Final Fantasy look like a horse and buggy. While Final Fantasy trod familiar ground, Phantasy Star warped to planets unknown, fusing sci-fi and fantasy into one mind-bending experience. It rocketed ahead technologically, pioneering new frontiers like 3D dungeons and cinematic cutscenes. This intrepid explorer went where no RPG had gone before.

For over three and a half decades, Phantasy Star has thrilled gamers with its pioneering spirit. From the classics of yesteryear to today's innovative iterations, each new entry in this franchise ventures farther out into the creative cosmos. Phantasy Star Online single-handedly spawned the online console RPG revolution, while Phantasy Star Universe gave fans an entire universe to explore together.

Like the cosmos itself, the potential of Phantasy Star is infinite. As Sega charts the franchise's future, the possibilities are more exciting than ever. Will they revisit Algol again, or forge ahead to fabricate new worlds? Only time and space will tell where Phantasy Star's voyages will go next. But one thing's for certain - this trailblazing series will continue to trigger gamers' imaginations and take them on adventures grander than anything they could dream. The universe of Phantasy Star is still expanding, and the journey has only just begun. Are you ready to warp into hyperspace with it once again? The warp gate awaits.





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# PHANTASY STAR

## TOTALLY UNAUTHORIZED STRATEGY GUIDE

### UNCOVER THE SECRETS HIDDEN IN THE DEPTHS OF ALGOL

Phantasy Star for the Sega Master System was a groundbreaking RPG that has stood the test of time, capturing the hearts of gamers across the globe since its worldwide release in 1988. Ever since, intrepid adventurers have delved deep into the dungeons sprawling beneath the Algol Star System, though many became lost in the treacherous catacombs, forced to abandon their quests. But some persevered, charting a course through the darkened depths to uncover the sinister secrets and schemes of the nefarious King Lassic.

With this totally unauthorized strategy guide, you now hold the key to conquering Phantasy Star's most formidable challenges. Inside these pages, you'll discover:

- ✧ Character bios and level charts
  - ✧ Maps for the forboding dungeons
  - ✧ Information on all the monsters and bosses
  - ✧ Tips and Tricks
  - ✧ Info on all items, weapons, and armor
  - ✧ Boss strategies
- ... and more!

This guide aims to help players maximize their party's potential and efficiently complete the game. As a guide to a classic and challenging RPG, newcomers and veteran gamers alike will be able to fully experience Phantasy Star through to completion.

